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- Onimusha 4 ■ From Russia With Love ■ Fantastic Four
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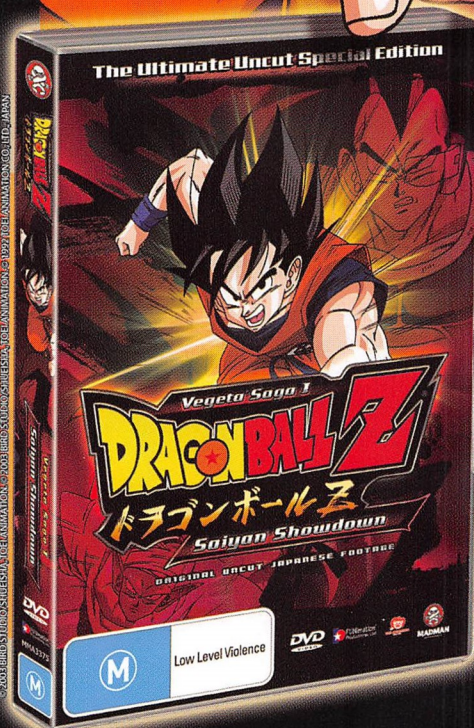
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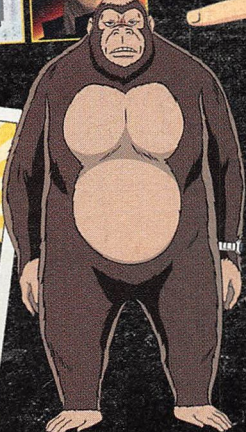
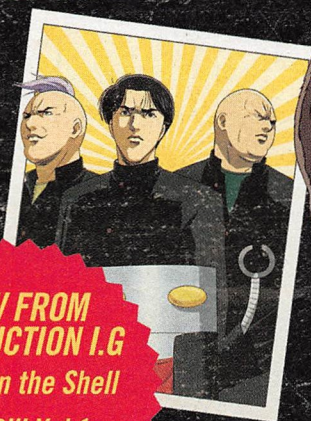
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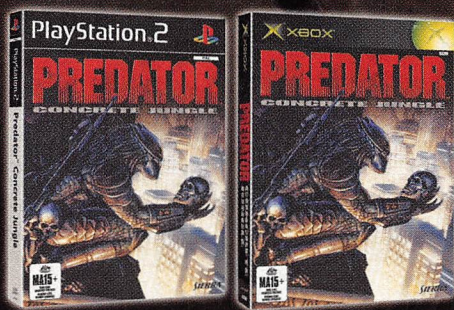


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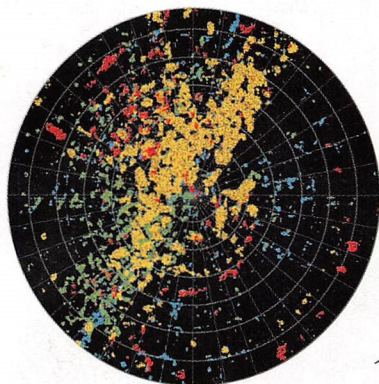


PlayStation 2



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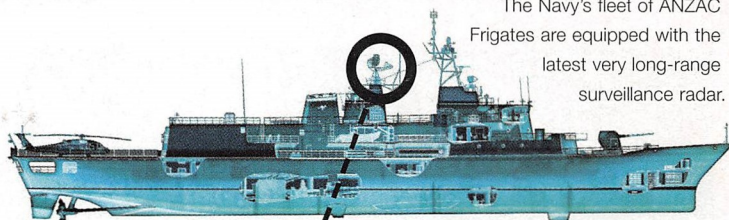


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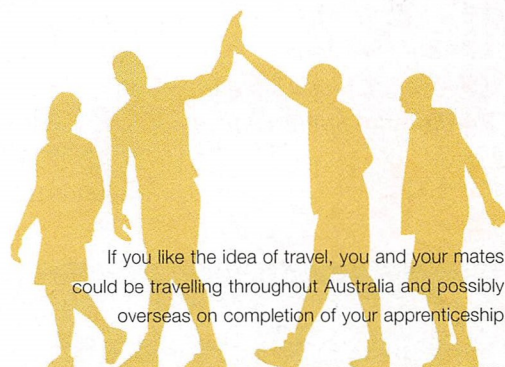
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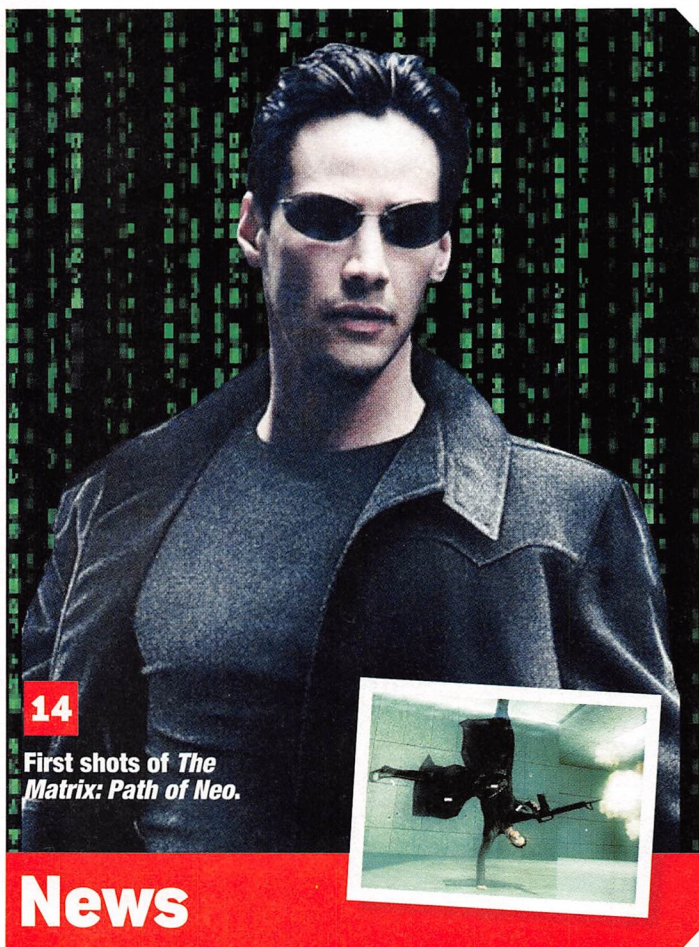


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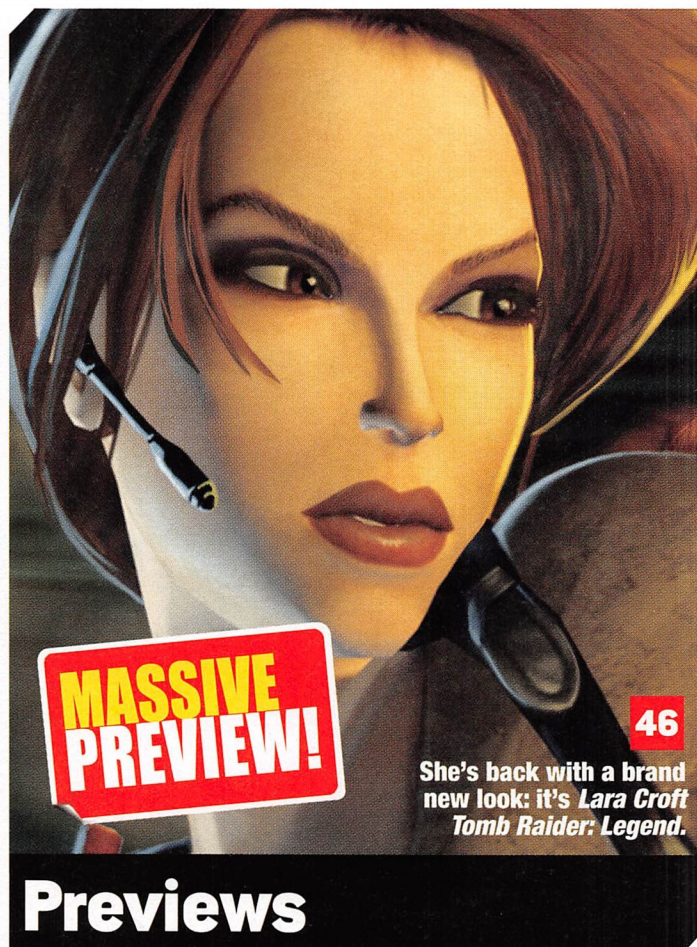
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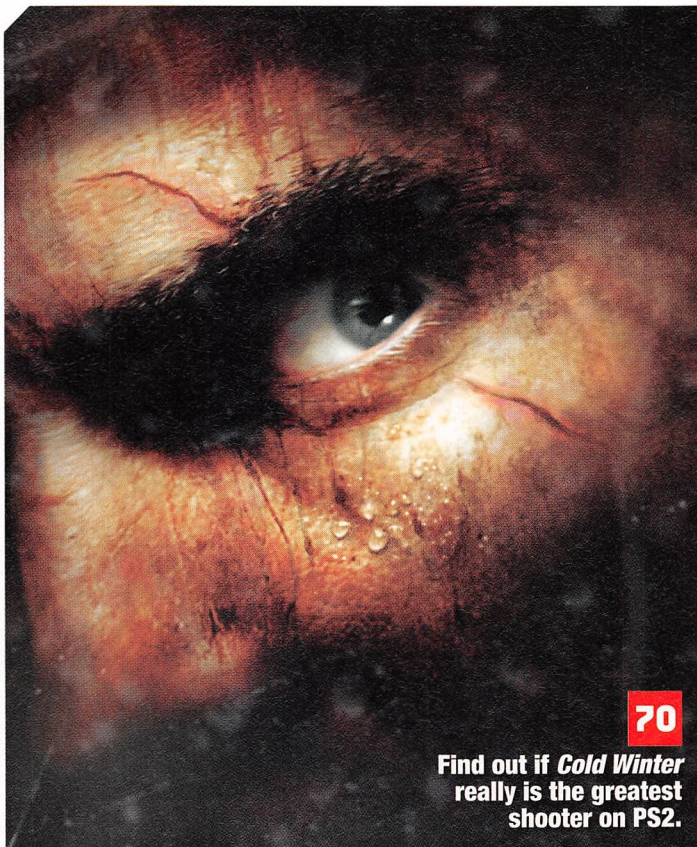


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Crap anime game. It's no Kusanagi.

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Monkeys. Balls. Mini-games. Yay!

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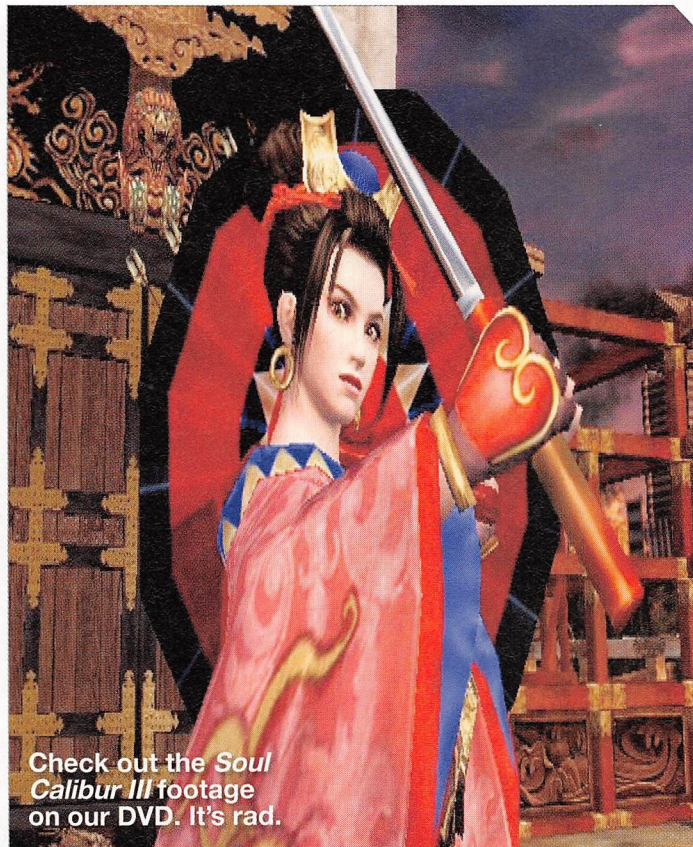
Standard survival horror tosh spiced up by undeniably hot female protagonist.

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Standard action tosh spiced up by undeniably hot female protagonist.

90 Destroy all Humans

For fun and profit!



Check out the *Soul Calibur III* footage on our DVD. It's rad.

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We've always thought assaulting Europeans was worth a medal.

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Martin Scorsese hates it and thinks it shouldn't be made. Does that mean it's good, then?

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Never before seen footage from the game – here! On our DVD! Awesome!

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This game could be really good or it could be really awful. Watch the footage and decide which.

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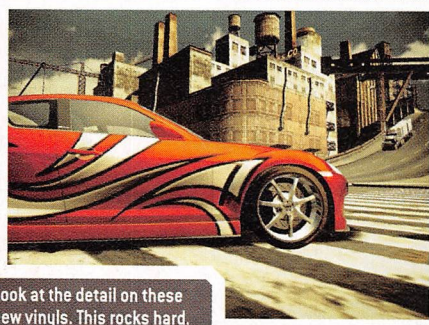
What else can you use your PSP for, apart from playing games? Loads.

36 Reviews

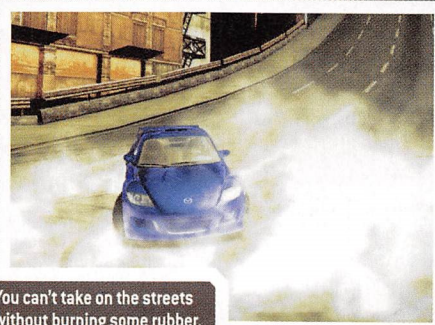
Archer Maclean's *Mercury* and *FIFA Soccer 2005*.



COVER GAME



Look at the detail on these new vinyls. This rocks hard.



You can't take on the streets without burning some rubber.



Up close and personal with a monster Beemer. Nice.

NEED FOR SPEED MOST WANTED

The mod racer's back for more – and someone's got the police involved.

GAME DETAILS

PUBLISHER:	EA
DEVELOPER:	EA
OUT:	NOVEMBER
PLAYERS:	1-8
ONLINE:	YES

Need for Speed is a bit like Marmite. Hardcore gamers sneer at it and call it horrible names, while so-called mainstream gamers – that's you, us, and everyone else on the planet – have finally grown to love the accessible thrills of the straightforward messing-about-in-a-car simulator. Thankfully for the bank balance of string-puller Electronic Arts, us normal gamers outnumber the tedious hardcore moaners by a factor of ten million to one. So we're getting what we want – another newer, faster and even more furious *Need For Speed*.

And there's good news even for you, Mr Ian J. Hardcore-Gamer – *Most Wanted* is not a mere sequel to last year's *Underground 2*, it's a remake that takes the series back to its arcade racing roots. Yes, in the days before car games were all about modding and hip-hop and gangsta cool and not much else, *Need for Speed* was a road-racer set in glorious countryside circuits. It wasn't urban and respec' wasn't the be-all and end-all. It was about having fun in a race, and that's what's going to be in here. That said, it's still got the urban stuff when you head Downtown, so there's a very good chance this game is going to have absolutely everything.

Need for Speed Most Wanted is all set in and around one huge, all-encompassing imaginary city, somewhere on the imaginary East Coast of

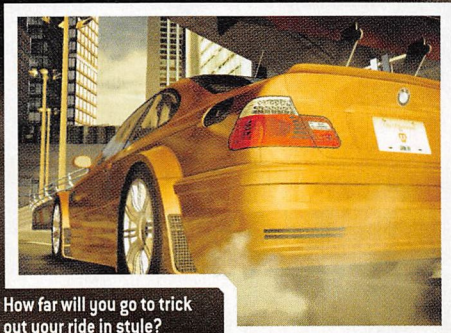
an imaginary place that's pretty much identical to America. Despite our hopes that we might get a shot at nailing a stiffened, lowered, painted and vaguely iridescent Monaro round a Shopping centre in Punchbowl, glamour seems to once more have been forced upon us.

This new city – a kind of grimmer variation on New York – includes a number of distinct boroughs, each designed to highlight a particular type of racing. There'll be tight, angular urban roads, peppered with back alleys and short cuts, complemented by twisting, turning costal drives reminiscent of the old and much-loved *Need for Speed Hot Pursuit*.

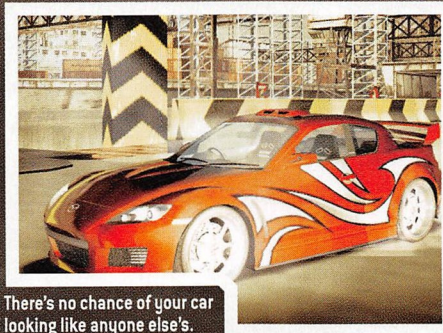
COP THRILLER

Then the next race will have you heading out to the city's eight lane highways for high speed chases against the flow of traffic. It's *World's Wildest Police Chases* meets *Burnout 3*. Short loops, long tracks, massive endurance races through packed rush hour freeways – every kind of racing you can imagine is in here in some way or other. As is, finally, the return of one of *Need for Speed*'s oldest and most popular features – racing against the cops.

The cops are there for a reason. *Most Wanted*'s biggest departure from the winning formula is the move to daytime racing from →



How far will you go to trick out your ride in style?



There's no chance of your car looking like anyone else's.



It's all about the daytime racing this time round.



“If you want to play nice and avoid aggravating the cops that’s fine – but you won’t. You’ll want to thrash them.”

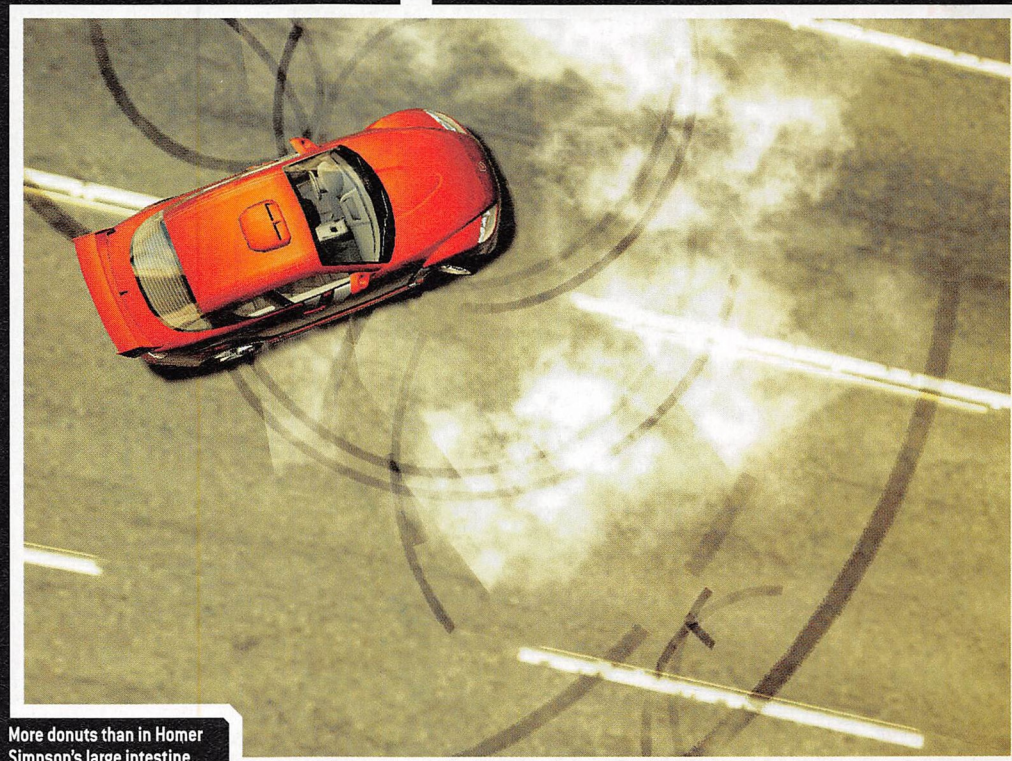


the neon lit, dingy night races of the past. Why move the racing to daylight hours? Because it’s more thrilling to play that way. There’s more traffic, more to see, more excitement and more risk – and that’s why the police are around. *Need for Speed* isn’t full of speed cameras to stop you having fun, it’s full of angry policemen in

fast cars to try to stop you having fun.

“For *Need for Speed Most Wanted*, we are turning up the tension a notch or two to deliver an edgier experience”, explains the game’s senior producer Larry LaPierre, in that deadpan way that only Canadian developers can muster. “Racing at night is one thing but trying to race during the day with all the traffic and cop presence is where the real danger is at”, he adds, as we dream and salivate slightly at the thought of a game that mixes the modding depth of *Need for Speed Underground* with the all-out carnage of a few laps of *Burnout*.

Seasoned PS2 owners will remember cop racing from 2002’s *Need for Speed Hot Pursuit 2*, and the reintroduction of the fuzz brings a ‘Heat Meter’ into the game – a standard *Grand Theft Auto*-like way of seeing just how wanted you are.



More donuts than in Homer Simpson's large intestine.



Tame immense monsters like this BMW. Hot stuff indeed.



The setting is a grimy New York style East Coast city.

If it's getting too hot you can leave the racing kitchen and take the heat off by modding your car – change its appearance in one of the chop shops and the dumb cops'll get confused and stop looking for you. Fools!

CAR SUPERMARKET

The car selection will be wider than ever before, with a full compliment of the



The spoiler helps it a) go faster and b) impress ladies.

usual Japanese modding monsters, sports cars, muscle cars and insane supercars. If it goes fast and you can make it go even faster with the use of carbon fibre and foot-wide exhaust pipes, it's in. One car we will definitely be seeing a lot of is the crazed BMW GTR shown about these pages. A 500bhp road going version of the Le Mans car, this lightweight but hugely powerful beast is capable of incredible speeds whilst offering calm and impeccable handling. It's the first time this ultra rare exotic has appeared in a game and we must admit to being suitably eager to get out hands all over its lithe little body, gently caressing it's bulging flanks before slipping inside him – no, sorry, her! – and hammering the beauty as hard as we can.

And you can modify it to make it look

cooler, stupider or as pink as you fancy. Nowadays a car game's not worth having unless it lets you mod your vehicles (or is *Gran Turismo 4*) and it's in the garage that *Most Wanted* takes another step up. To go with a fat new selection of cars, there is a fat new selection of customisation options that let you choose your own upgrade route.

The modding of your car in the last two *Need for Speed* games has been dictated by unlocking various upgrades rather than just the amount of money you have, often a frustration when you have enough cash for those scissor doors or a fat new turbo but the game won't let you buy it. The customisation path in *Most Wanted* is different, thanks to a new gradual upgrading process that lets you take any car and tune it to race against any opposition from any



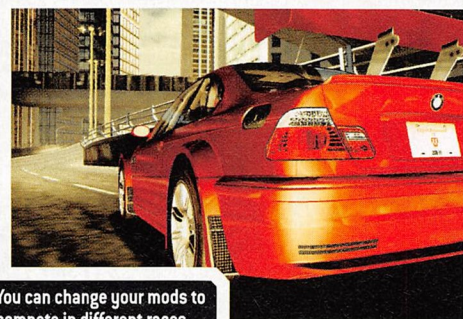
COVER GAME



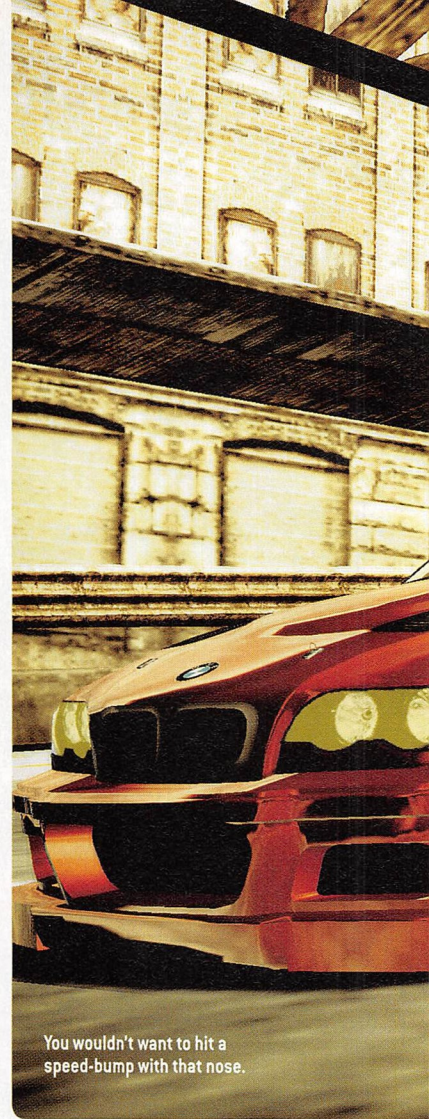
You can almost hear the purr of the engines, can't you?



You can't afford this in real life – well, we can't anyway.



You can change your mods to compete in different races.



You wouldn't want to hit a speed-bump with that nose.

CHECK THE BODYWORK!

The ladies we'd like to see pimping *Most Wanted's* rides.



KELLY BROOK

Last year's model, sure, but she hasn't exactly got any less fit, has she? We'd burn up the streets for Kelly, alright.

LUCY PINDER

Lookee here – a woman composed entirely of circles! The buxom Pinder lass is a perfect match for *Most Wanted*.

MICHELLE MARSH

Marsh and hot cars go together like cookies and cream. Mmm, cookies and cream... Mmm, Michelle Marsh...

LUCY CLARKSON

The one-time Lara Croft model has a history of video game babedom. Hey, maybe she's related to Jeremy, too.

class. So now you can stick with a favourite vehicle, and just make it faster when the races get harder.

There will also be more visual mods – so expect to spend many hours trying to write your name in green vinyl to stick in the windscreen of your pearlescent purple GTR Beemer. As upgrading your car is a good 50% of the enjoyment of *Need for Speed* games, we're hoping for great things from *Most Wanted's* newer, more flexible modding system.

TO YOUR CREDIT

Remember when you had to meet up round the back of some dingy warehouse down the docks to get a decent race? Remember when you had to hide from the police and make sure everyone was looking the other way before you sped past at 3000mph in your baby pink and neon green Skyline? Well those days are long gone. Now you race for the notoriety and for the fame; you race to get noticed. That's why you race in the day, so the cops can get a good long look at your pimp-ass ride blasting past before they pop on the siren, hit the accelerator and come along for a little drive.

The cops won't just be trying to out drive you though. Cops being cops they also have the full range of special cop

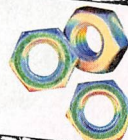


TIME FOR A REFIT!



Most Wanted gives the *NFS* modding options these much-needed tune-ups...

The restrictions on what you can and can't buy have been relaxed, thanks to the uproar caused by previous games showcasing affordable parts you weren't 'allowed' to buy yet.



Now you can keep the same car and upgrade the internal parts to race anyone on any level. It's not like refitting an engine is going to take weeks, after all.

If you chav up your motor enough, the cops won't recognise it and you'll be able to get up to all sorts of mischief. Kind of like when your dad dressed as your mum and went shoplifting.

With even more decals and paint options, customising your car's appearance is even better now. It's all about the solid gold spoilers and green neon underlighting, baby.

toys to play with, including helicopters. You can drive fast, sure, but can you drive fast enough to escape the eye up in the sky?

Successful play is all about keeping the police interested without aggravating them to the extent they close down the city. To keep space between you and the po-po, there will be lots of event points dotted around the city, and activating them will trigger set-pieces to help you get that bit further ahead. The cops will be there throughout your game, but if you behave they let you be. They're there for when you want a little extra challenge.

The final addition is your Blacklist – a chart of the game's most wanted racers.

As you build up your Street Cred by winning and your Rap Sheet by busting special challenges, you come up against these blacklisted stars – beating them moves you up the Blacklist and opens up tougher challenges, including ones against cops in the new take on good old *Need for Speed*'s Pursuit mode.

PEDAL TO THE METAL

But the core play of *Most Wanted* remains as familiar as ever. You're plonked in the middle of a massive city that's packed with races and challenges, and then you're pretty much left to your own devices to pick and chose what you want to do, who you want to beat and how much money you want to spend on fancy shiny things to bolt on to parts of your car. If you want to play nice and avoid aggravating the cops that's fine – but you won't. You'll want to thrash them.

So what you're getting here is a blend of the old and the new. The fantastic

high-speed cop racing of old, combined with a new and much prettier daylight setting. You get the car-modding options that made *Need For Speed Underground* such a smash, presented in a way that lets you keep upgrading the same car until it can compete with any other motor from any class.

Could this be the game that finally converts us to the *Need for Speed* series? There's so much good new stuff in *Need for Speed Most Wanted* that there's something for everyone. Hell, even the hardcore gamers might like it this time around.

/ GARY CUTLACK



He's either wheel-spinning, or he's dropped a cig inside.

PSW

OPINION

The return of cop racing to the series is a massive boost, as is the simple switch to daytime events. Looking instantly brighter, *Need for Speed Most Wanted* has our pulses racing.

GLOBAL

Breaking news from the world of PlayStation.

GLOBAL THIS MONTH...



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007'S RUSSIAN LOVE



LET THE GAMES BEGIN!

PSW jets off to the biggest games show on Earth.

The only thing we hate more than long-haul flights to the US are the stupid, fat Americans once you get there. Still, on this particular occasion the mind-numbing tedium of the 11-hour flight should be worth it, because we're off to Los Angeles for the Electronic Entertainment Expo (from here on we'll call it E3). What the hell is E3? For us it represents the three most important days of the year (Christmas and birthdays aside), during which every software publisher and journalist descends on LA to check out the very latest in games. And some steering wheels.

This year promises to be the best yet, with a glut of stunning new games for PS2, PSP and the first ever glimpse of PlayStation3 in action. That's all to come.

In the meantime, we've put together a monster news section with some cracking new games we've managed to get our hands on early. Highlights include the new Call of Duty, Path of Neo – the Matrix game we wished they'd made in the first place, and the latest offering from Rockstar, The Warriors. And that's just the tip of the iceberg. Next month we'll have the complete low-down on all the games you'll be playing in 2005/2006 and beyond. Etch the date June 23rd on your forehead in indelible ink if necessary. But whatever you do, don't miss next month's game-packed PSW.



That's just silly. He's not even looking where he's firing.

TAKE THE RED PILL

Atari swallows hard and coughs up *The Matrix: Path of Neo*.

With the collective cries of "Why the hell can't you play as Neo?" and "Who the f**k is Ghost?" still ringing loud in Atari's ears after the underwhelming *Enter The Matrix* game, the games company with the licence to print Matrix-flavoured money is at it again with *Path of Neo*. Crucially, this time you'll get to play as Keanu.

"We did some focus-testing with kids on the original game", says Dave Perry of Shiny Entertainment, developer of *Enter The Matrix*. "They all wanted to play as Neo and

kick ass but couldn't." *Path of Neo* aims to put this right.

Starting off as bedroom hacker Thomas Anderson, *Path of Neo* follows Keanu from his humble beginnings to his dramatic rebirth as Neo, all-powerful cyber space god. The plot covers the entire movie trilogy but focuses most intensely on the first film, kicking off with a recreation of an early scene in the first movie in which Anderson sneaks around the office to avoid detection by the agents.

Other famous scenes set to feature in the game include the legendary dojo scene, in which Neo and Morpheus scrap it out with an awesome array of gravity-defying kung fu moves and the spectacular subway shoot-out/punch-up with Agent Smith. Once you've got to grips with slowing down time and cracking skulls, Neo eventually learns how to fly, leading to some stunning aerial battles.

Characters such as Trinity and Morpheus will also be involved in battles and it's possible to use them to your advantage. While Trinity distracts the guards with her slinky PVC outfit in the lobby shoot-out scene, Neo can sneak up and steal a shotgun before shooting the guard dead. All of which adds up to something approaching the *Matrix* game we always wanted.



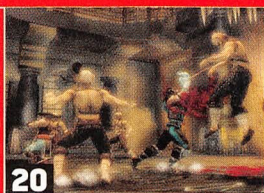
Neo spreads some leaden love on Agent Smith.



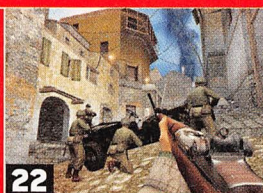
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HITMAN BLOOD MONEY



18
PAIN AND SUFFERING



20
MORTAL ADVENTURE



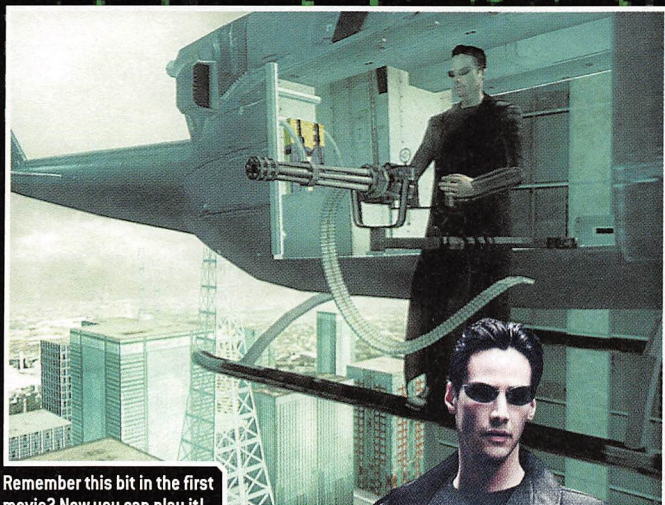
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WWII'S BIG RED ONE



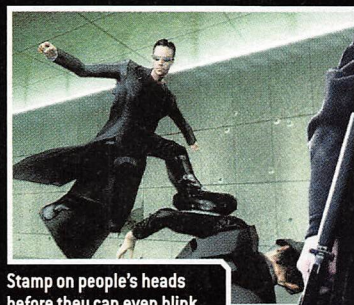
23
SPYTOY!



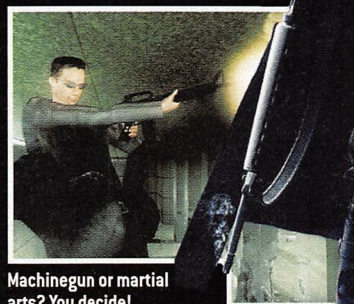
Expect plenty of slow-motion bullet-time nonsense.



Remember this bit in the first movie? Now you can play it!



Stamp on people's heads before they can even blink.



Machinegun or martial arts? You decide!

BEYOND BORDERS

The stakes are raised in **Ghost Recon 3**.

After conquering both Colombia and North Korea, the Ghosts are back, this time to rescue the American president from rebel soldiers in Mexico City.

The 12-mission campaign, which is also playable in two-player, co-op split-screen mode, finds you greatly outnumbered but with the US army's latest weapons and technology on your side. Foremost of these is the Cross-Com, a communications device that allows you to give orders to your squad and actually see what they see through pop-up windows. The all-in-one system also lets you call in direct artillery support and Apache air strikes when needed.

Set mostly in urban locations, *Ghost Recon 3* will continue the action-focused gameplay of *Ghost Recon 2*. A November release is on the cards.



Rescue the US president? What a worthy cause!



The Cross-Com visor, as seen in *Rainbow Six Lockdown*.

PSP PRICE DROP?

Sony cuts costs, passes savings onto us!

A little birdy who shall remain unnamed has given us a bit of juicy goss just now – the PSP is apparently going to be a little bit cheaper than we thought. Thirty dollars cheaper, in fact.

Originally slated for a \$439 price-point, inside sources at Sony Australia inform us that – thanks to some inventive cost cutting measures on the shipping end of things – the PSP Value Pack will now more than likely launch at the slightly-cheaper-but-still-quite-expensive price of \$399. Hooray! Now you'll be slightly less bankrupt when you rush out and buy one on September 1st!

Of course, none of this is official yet, so don't get all snarky on us if our 'little birdy' turns out to be a 'great big liar'. Hate mail makes Joff cry.

Want more PSP news? Check out PSP World on p.27!

10



THINGS YOU DIDN'T KNOW ABOUT...

PLAYSTATION 3

1 The PS3 will use Blu-Ray DVD technology that enables 50GB to be stored on a single disc. That's 10 entire PS2 games!

2 The Cell chip powering the PS3 will be 10 times more powerful than current PC technology. That's a lot. Maybe even more.

3 The PS3 will not look anything like this; an obvious fake posted on the internet that fooled all of three very stupid people.



4 Amazon is already taking orders for PS3, well over a year before it's due out...

5 In fact, PlayStation3 currently has no release date at all.

6 Those of you with PSPs will be able to use them as a second controller for many PS3 games.

7 The PS3 will play host to online games that are accessible by other formats – most likely PC and PSP.



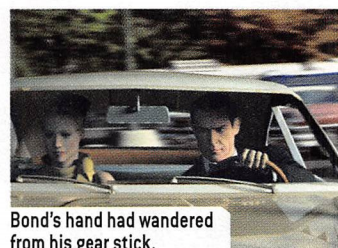
8 Contrary to earlier reports, PS3 will not be a floating cloud of sentient gas, capable of destroying entire cities with a psychic scream of incredible power.

9 The PS3 and PSP will share a cross format voice communication system.

PS3 boss Ken Kutaragi has confirmed that it will be backward compatible with PS2 and PSone.



Looks a bit Roger Moore-ish from here, to be honest.



Bond's hand had wandered from his gear stick.



Surely he's meant to spot the fella behind him, no?



The jetpack makes for some engaging vertical combat.



We'd wear some kind of coat, but we're not Bond.

MISH MONEYPENNY!

Play as Connery (with jetpack!) in *From Russia With Love*.

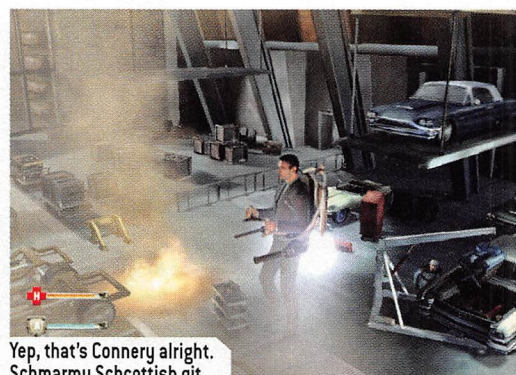
Moore was okay. Dalton was a disaster. Brosnan was much better. But the best Bond of all time is definitely Connery. So it's with some delight that we greet the first shots of Connery's Bond in the latest 007 game from EA, *From Russia With Love*.

Gameplay will be much like *Everything or Nothing*, a mix of third-person action and driving sections, but the setting should make for a very different adventure. While the name might suggest a game based solely on the film *From Russia with Love*, this is actually just a springboard for a 60's-flavoured Bond adventure taking in favourites from many of the Bond films of the era.

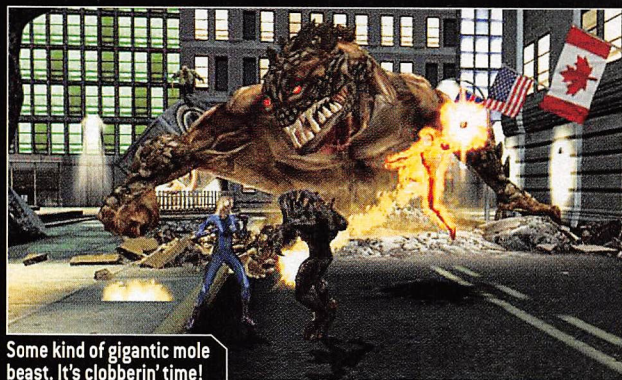
You'll be getting to ride about on a jetpack, for instance, although that was from *Thunderball*. You can also expect to see some kind of volcano showdown at the end, rather than the dull train fight at the end of the *From Russia with Love* movie. You can even change Bond's suit – provided it's dapper enough. Best of all, of course, EA has tempted pensioner Connery into the recording studio for some rumbling voice-over work. Which means this might be the best Bond since *Everything or Nothing*... Hell, it might even be the best bit of Bond since Connery gave up the role. You can expect to be playing as Connery come Christmas.



Christ, what next – a Dalton or Moore Bond game?



Yep, that's Connery alright. Schmarmy Schcottish git.



Some kind of gigantic mole beast. It's clobberin' time!

FOUR PLAY

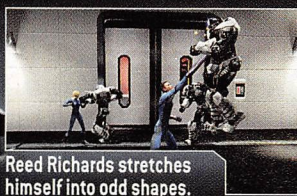
Fantastic Four movie spin-off coming.

Another day and yet another superhero licence on its way to PS2. This time you'll be stepping into the shoes of **The Human Torch, Ben Grimm, Mr Fantastic and The Invisible Girl.**

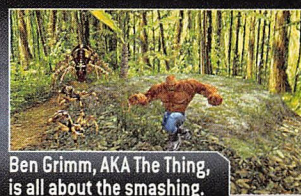
You'll start off controlling a single member of the team as you endeavour to escape from Dr Doom's research lab, but you'll soon co-ordinate all four in an

effort to defeat the forces of evil.

The game will play to the unique strengths of the four, with Ben Grimm all brute force, Mr Fantastic changing his body shape, The Human Torch providing fire attacks and The Invisible Girl working her stealth abilities. Expect to see the game in July, right alongside the film of the same name. Funny that, eh?



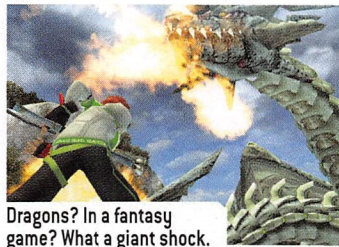
Reed Richards stretches himself into odd shapes.



Ben Grimm, AKA The Thing, is all about the smashing.

PHANTASY FULFILLED

Destroy evil with your mates online in *Phantasy Star Universe*.



Dragons? In a fantasy game? What a giant shock.



Look! They're fighting a... a... thing. Yes. A thing. True.

Sega's Sonic Team is set to bring its widely acclaimed *Phantasy Star* universe to PS2 in the appropriately-named *Phantasy Star Universe*. With online and offline play, this should prove to be the most comprehensive *Phantasy Star* game yet.

The offline game centres on the adventures of Ethan, the 17-year-old hero and his battle against the mysterious SEED invaders. Expect 40 hours of play with some truly epic cut-scenes and a strong emphasis on characters. The Online mode will let players create their own



characters from a variety of races and take them out for adventures in the Grarl Solar system. These shots show three characters fighting side by side but so far there's no conformation of how many will be able to play at once.

Expect to see *Phantasy Star Universe* on PS2 early next year.



Team up for attacks from all your team members.

WARNING!



WHOSE TITS ARE THESE?

Find out on **p46**

++ Scarface release set back to next year, but will also appear on PS3 ++ PS2 to get Texas Hold 'Em Poker game ++

"WORD ON DA STREET"

Are video games getting too violent?

"Well no. It's like films. Some are made for people who like violence, and others aren't. You're not forced to watch them and you're not forced to play violent games. I don't really see the problem."
Julia Pascal, retail assistant



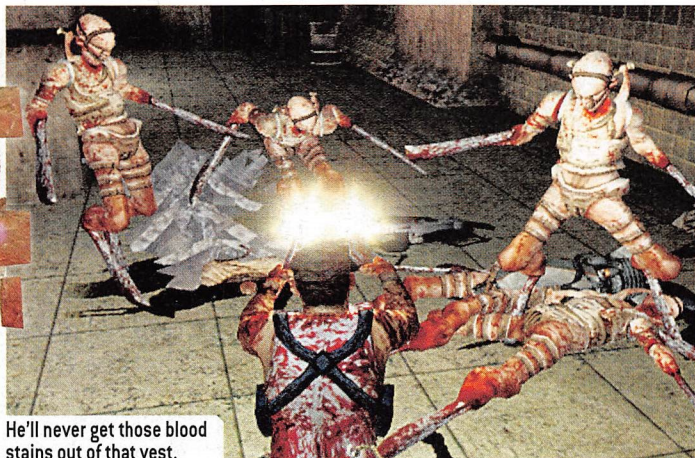
"Games are getting more realistic. And that obviously means that the violence will get more realistic too. But I'm an adult and I can make my own mind up whether to play them or not."
Steve Barker, student



"I think some companies are putting loads more violence in games just to get the news headlines. If it doesn't add anything to the game then I'd rather they didn't bother."
Matt James, bar manager



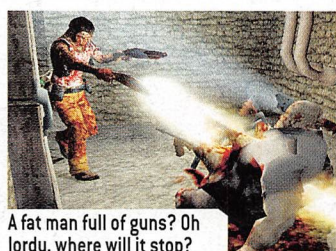
"Obviously if you're a bit nuts and you play a violent game then it could tip you over the edge. But then you could say the same about movies or music. As long as you're responsible, it's fine."
Simon McGee, musician



He'll never get those blood stains out of that vest.



Needle Guy serves up another disturbing image.



A fat man full of guns? Oh lordy, where will it stop?



What twisted mind spawned this sick filth?



Shit, they're crawling up the walls!

THE SICKEST GAME EVER?

The Suffering: Ties That Bind makes us wince.

These new shots of *The Suffering: Ties That Bind* reveal a game that could well be the most graphically violent to date. Brace yourself. It's going to get ugly.

Focusing on the exploits of ex-con, Torque, after his escape from a top-security prison, the game takes place in a hideous vision of Baltimore that's been overrun by creatures of unimaginable horror. The enemies are nightmarish creations of evil, covered in blades, blood and hypodermic needles. The story follows directly on from the last game, with three beginnings available: two of which depend on how players ended the last game, with the other for new players. The game allows you to switch between third and first-person cameras, meaning it can be played as an adventure game or an all-out shooter. Either way you can expect to find a frankly disgusting amount of the red stuff when this arrives in September.



GLOBAL EXTRA

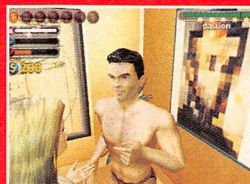
The games that will rule the world of tomorrow.



THE SIMS 2

Control your sim through an entire lifetime and pass on their DNA to future generations. You can also use the EyeToy to put yourself in the game.

OUT: OCTOBER



7 SINS

Screw everyone (over) in this sex-filled game that combines the relationship-building gameplay of *The Sims* with the smuttiness of *Leisure Suit Larry*.

OUT: MAY



CASTLEVANIA: CURSE OF DARKNESS

A new lead character, a new story and the ability to summon helpful magical creatures takes this long-running series in a slightly new direction.

OUT: OCTOBER



SLY 3

Sly, Murray and a wheelchair-bound Bentley are back on the trail of Sly's family fortune. Sly can now don disguises and there's co-op multiplayer too.

OUT: OCTOBER

HULK SMASH!

The Incredible Hulk sequel goes ape-shit on PS2.

The sequel to what was arguably (and perhaps not so arguably) one of the worst superhero games ever is coming to PS2 under the new name of *The Incredible Hulk: Ultimate Destruction*. Be afraid.

Set over massive free-roaming areas and featuring a fully destructible environment, this is shaping up to be *Spider-Man 2* for

psychopaths. Based on the comic-book Hulk this time (because nobody was dumb enough to make another movie), this has you destroying whole buildings and taking on enemies by using literally anything around you as a weapon. Boss battles are said to be titanic in scope, too. *Ultimate Destruction* arrives in July. Possibly through a wall.



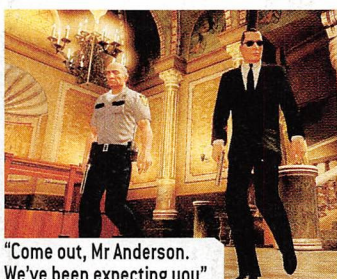
We don't think he's using The Force to repair the car.



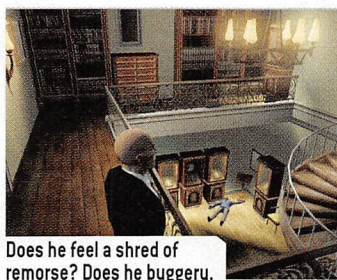
The Hulk is mistaken for a giant brussels sprout again.



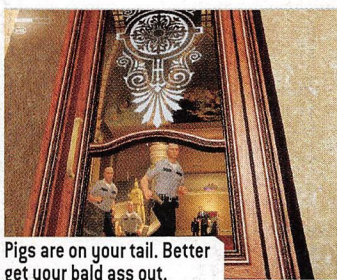
If we saw him outside our house we'd surely scarper.



"Come out, Mr Anderson. We've been expecting you"



Does he feel a shred of remorse? Does he bugger.



Pigs are on your tail. Better get your bald ass out.

MO MONEY, MO PROBLEMS

Hitman: Blood Money has you killing for cash.

New screens and details of *Hitman: Blood Money* have crept up on us this month. It seems that now you'll be playing the role of the assassin more authentically, with money earned from 'hits' letting you buy new and more powerful equipment to help with more difficult kills.

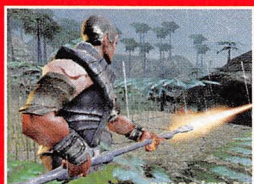
There's also a greater reliance on hiding in the shadows like a psychopath, so more ways to outwit the bad guys. Or should that be the good guys? With the general standard of graphics clearly up on the last offering and new physics and better enemy intelligence set to open up new gameplay opportunities, this could mark a new high point for the series... and a hideous new low for the level of immersive violence. Expect a certain amount of controversy when *Hitman: Blood Money* gets released in November.



AMERICA'S ARMY: RISE OF A SOLDIER

Create a soldier and progress from rifleman grunt to team leader in a squad-based shooter that's more hardcore than *Full Spectrum Warrior*.

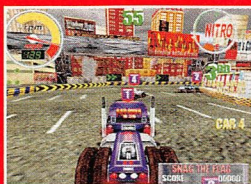
OUT: SEPTEMBER



STARGATE SG-1: THE ALLIANCE

This first-person shooter based on the TV show lets you play as any of the four SG-1 squad members as they battle a new enemy force... The Haaken.

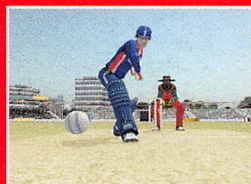
OUT: OCTOBER



MIDWAY ARCADE TREASURES 3

Eight retro racing games including *Badlands*, *Hydro Thunder*, *Off Road Thunder*, *Mud*, *Sweat 'N Gears*, *San Francisco Rush 2049* and *S.T.U.N. Runner*.

OUT: OCTOBER



BRIAN LARA INTERNATIONAL CRICKET

Ideal for sloggers and Wisden-anoraks alike thanks to four difficulty settings and intuitive controls whether you're batting, bowling or fielding.

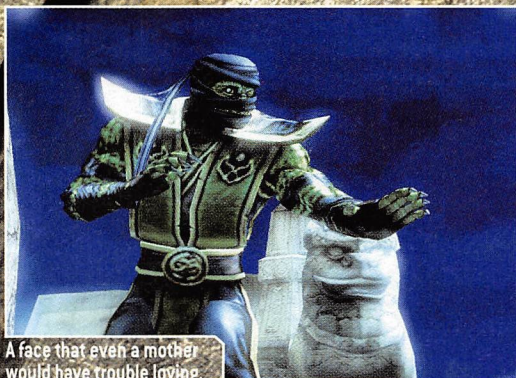
OUT: JULY



SHADOW THE HEDGEHOG

A darker spin-off from *Sonic The Hedgehog* with less platforming and more action. Your allegiance to two different factions affects the gameplay.

OUT: NOVEMBER



A face that even a mother would have trouble loving.



Classic characters retain their trademark moves.



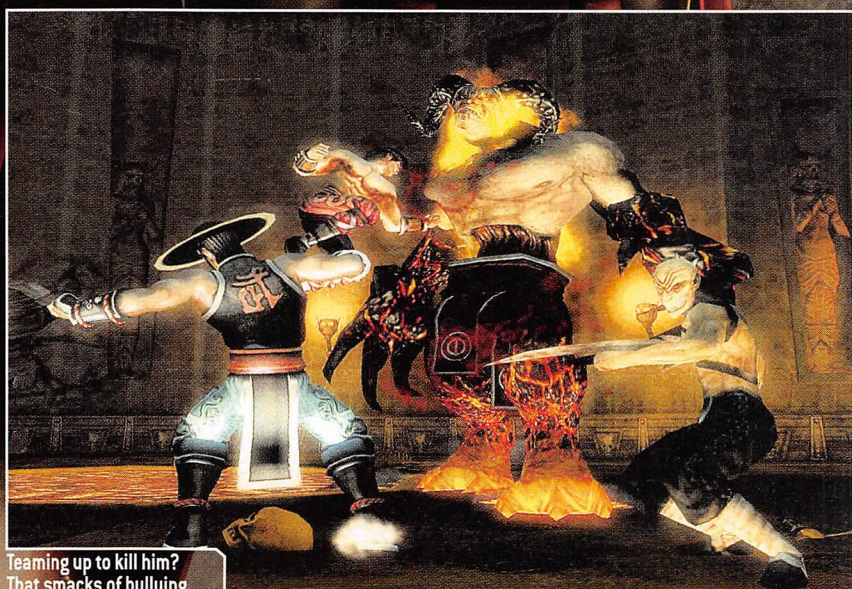
SPUNKY MONKS

Murderous globe trotting in *Mortal Kombat: Shaolin Monks*.

Beat 'em up adventure *Mortal Kombat: Shaolin Monks* adds room-clearing 'multitalities' to an already impressive repertoire of classic attacks, special attacks, brutalities and ten fatalities per character.

Playing as Liu Kang or Kung Lao, you can also spend experience points on customising their fighting styles to unlock new moves and upgrade existing attacks. With classic characters such as Sub-Zero, Scorpion, Kitana and Goro popping up as bosses, plus 3D versions of stages found in *Mortal Kombat 1* and *2*, this is the most feature-packed *Mortal Kombat* game to date. Although you'll spend time exploring and upgrading, it shouldn't get in the way of the brutal martial arts action.

Fights are very much at the core of the gameplay. As in *Mortal Kombat: Deception* you'll be able to knock enemies into environmental death traps, but here it's taken a step further with puzzles geared around the grisly action. For example, impaling an enemy on a spiked wall allows you to use his lifeless body as a springboard to reach a higher area. *Mortal Kombat* has always excelled at this kind of sick humour, and *Shaolin Monks* looks like it'll be no different come October.



Teaming up to kill him? That smacks of bullying.

++ Soul Calibur III to come out in Europe before Japan ++ Wallace and Gromit to star in Curse of the Were-Rabbit game

GET YOUR SKIS ON!

The boarding franchise goes on the piste in **SSX On Tour**.

Just when you thought it was safe to go back to the slopes... the snowboarding series **SSX** is back with a brand new look and feel. And as these first ever shots of **SSX On Tour** show, you'll be skiing as well as snowboarding down the mountainside this time.

You now create a boarder from a host of customisable options, although it's not been confirmed whether this will be in a limited, over the top *Def Jam* style, or more in the manner of *Tiger Woods*' detailed Game Face. You'll choose whether to become a boarder or skier from the start, meaning there are two

completely different ways to play. As for tricks, new 'monster' moves have been tantalisingly hinted at.

The way you progress has changed too. "You can now choose your way to become a mountain rockstar", according to *SSX On Tour*'s senior producer. This involves taking on 'shred challenges' set by other boarders. Complete these to enter The Tour, which has you taking on established *SSX* characters to become a top boarder. We reckon it sounds a lot like the *Tony Hawk*'s approach to extreme sports, which is no bad thing. We'll see *SSX On Tour* this winter.



Tartan trousers? We would never create this boarder.



Because skiing is just as clever as snowboarding.



The tricks look similar, but your character's your own.



Can you choose your own cheeky catchphrases?



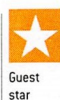
The range of customisation options should be huge.

GLOBAL UPDATE

Bringing you up to speed on the big PS2 games.



New sounds



Guest star



Out in America



Out in Japan



Trouble ahead



Extreme violence



It's in the can



Release date slip



Play online



Name change



Game website



Exclusive to PS2

SCARFACE: THE WORLD IS YOURS



The voice-acting in the upcoming *Scarface* game *Scarface: The World is Yours* has been revealed, and quite a line up it is too. Although Al Pacino is offering only his face, many original cast members will be reprising their roles, including Steven Bauer and Robert Loggia (who played Manny Ray and Frank Lopez respectively), comedians Jay Mohr and Cheech Marin, and actors James Woods, Miguel Sandoval, Robert Davi, Michael Rappaport and Michael York. Phew! The good-ish news is that soundbites from Pacino's performance will turn up in the game, so The Man's voice is in there, somewhere.

JUICED



Those of you waiting for upcoming racer *Juiced* are going to be disappointed. The souped-up street racer's re-release has been put back for some last minute tweaking under the bonnet to make sure it measures up to similar urban racer *Midnight Club 3: DUB Edition*. They've also launched a new website for *Juiced* at www.juiced-racing.com and features some funky new insights into the game and new shots.

SOCOM 3

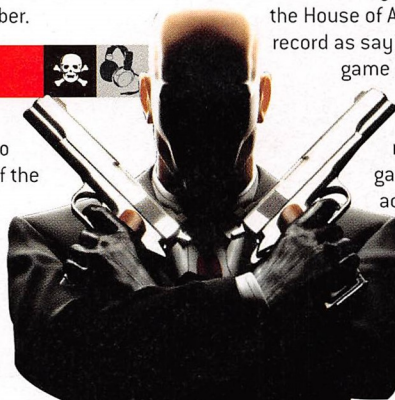


The latest in the *SOCOM* series of online shooters has got itself into hot water recently. The Bangladeshi government has been angered by some of the references to their nation, which they claim portray it as a 'terrorist country'. Sony is removing all references to Bangladesh from the game, which means it'll be delayed slightly as a result. Only one mission was set in the state, but numerous references elsewhere in the game need to be re-recorded as well. Expect to see *SOCOM 3* in November.

HITMAN: BLOOD MONEY



Video game composer extraordinaire Jesper Kid is set to release full orchestral versions of the soundtrack to the early *Hitman* games. The veteran composer, who's also worked on the classy *Freedom Fighters*, is set to release the double CD set on La-La Land Records. No news of soundtracks for the later games, but we'll keep you posted.



NARC



Bad news for people who are into fairly rubbish drug games: the Office of Film and Literature Classification won't give a rating to recent 'shoot-it-up' *NARC*, therefore effectively banning it. Six out of seven OFLC panel members voted it to be 'unsuitable for a minor to play'. Well, duh. The big problem here seems to be that Australia doesn't have an 18 rating for games. All games must be either suitable for 15 year olds... or not suitable for anyone. One politician in the House of Assembly has gone on record as saying that parts of the game "could be triggers to psychotic behaviour".

Taking into account the number of PlayStation2 games only destined for adult eyes these days, this spells trouble for fans of mature gaming in this country. The PSW verdict: give us a break, you government tossers!

++ US TV channel ABC to offer free downloads of news on PSP ++ Spartan: Total Warrior to arrive in September ++

SPY HARD

Get CCTV in your own bedroom with **SpyToy**.

The EyeToy becomes the **SpyToy** with this new 'game' that's designed to help guard your bedroom from unwanted intruders.

If you want to stop a sibling nicking stuff from your room while you're out, or throw your mum off the scent of your secret porn stash, you can set **SpyToy** to take still images or make recordings of who comes and goes. Recordings can then be saved to a

memory card and edited for evidence.

Face recognition means only you can unlock created profiles, while personalised alarms can also be left for certain snoopers. You'll also get a handful of mini-games themed around being a secret agent. Bedroom surveillance will commence in September when **SpyToy** is released.

PSW SAYS
SEE PAGE 23



THE KEBAB OF JUSTICE

Who's getting a grilling in the world of PS2?



RED HOT

Hail to the queen! Lara Croft's back with a decent-looking adventure and an ass that could crack walnuts. Sizzlin'!



SMELLS GOOD

Miquita from UK show *Popworld* hosts the new *SingStar* game. It would seem illegal, but you still would, wouldn't you?



SOMETHING'S BURNING

Can Marc Ecko, clothes maker, really stitch together a stealth graffiti title? Stick to knitting G-Unit hoodies, Ecko!



CHAR-GRILLED

The Hulk stumbles into another game. Does anybody care and where's the movie? Kindly leave the kebab alone, fat boy!



Aiming down your gun's sights has been refined.

UNDER ATTACK!

Call of Duty 2: Big Red One breaks cover!

The Big Red One, the US Army's most decorated fighting unit, are the new heroes of this follow-up to *Call of Duty: Finest Hour*.

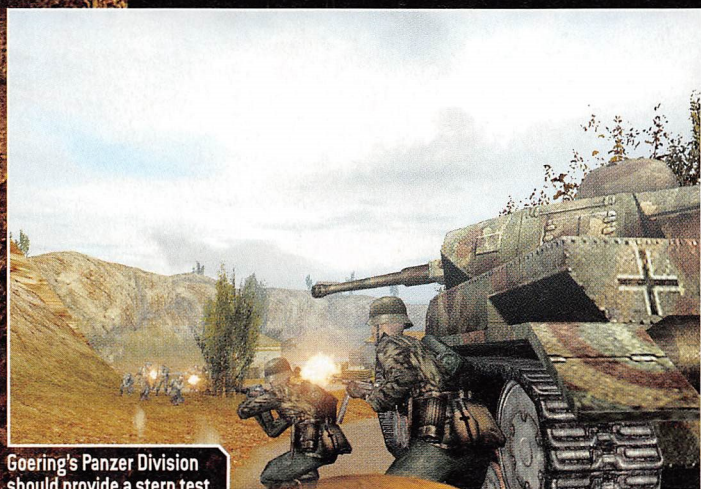
This time you'll stick with the same squad instead of switching between multinational characters, though as before there's a mixture of on-foot and vehicle combat. Missions include hedgerow fighting in Normandy, tank combat in North Africa, skirmishes on Sicily's narrow streets, surviving a German ambush while you man a jeep's mounted machinegun through a town in Belgium, and breaching the mighty Siegfried Line in Germany.

With most levels around double the size of those in *Finest Hour* and the focus now firmly on fighting alongside your squad, battles are hugely chaotic. Once the first shot has been fired, a new 'chatter' system kicks in which helps you pinpoint where enemy soldiers are hiding. For example, squad-mates will shout 'He's moved up!' or 'Behind that wall, on your left!' whenever enemies advance and take cover. Innovations like this are certain to make *Call of Duty 2: Big Red One* a massive hit.

After being the first American troops sent into combat in WWII, the Big Red One unit must be delighted to know that it's more famous for having a nickname that sounds like a huge throbbing cock. Don't bet on that joke getting any older when the game is released in October.



Avoid German ambushes in the Belgian town of Mons.



Goering's Panzer Division should provide a stern test.



PSW SAYS

GAMING FOR GOTHs

The **new *Matrix* game**, eh? You get to play as Neo. It's the game they **should have made in the first place**. But is it a game they should have made at all? Do we still care about a **bunch of Goths farting around in cyberspace**? We won't decide until we see it working. And no amount of unlikely kungfoolery, command line interfaces, bendy spoons and **black leather bondage trousers** is going to convince us otherwise. Amazing screens you say? True. 800 enemies on screen you say? **We'll see.**

HOME SECURITY GONE MAD!

It used to be an **embarrassing pastime** for adolescents in dark bedrooms, sold from **specialist shops** to **pimple-faced geeks** with **sore wrists**. Now it's everywhere you look. They do say even ladies like it these days, but we'd know nothing about that. We're not talking about games, we're talking about **PORNOGRAPHY**. And the new ***SpyToy*** title nicely combines the two, with the potential for remote **granny-flashing**, live **upskirt broadcasts** and **techno-fumbling** across the continents. Jack on, jack in, **jack off**. Nice one. We'll take five. Plus one more for the **shower** if you don't mind.

ALONG CAME A SPIDER

We should be sick of ***Spider-Man*** by now. We should want to **mash his stupid little webby mask in** and suspend him by the testes until he screams like **Wonder Woman**. But no. We love the little arachnid fella. And we're up for playing another **free-roaming masterpiece**, this time with an odd comic-book look. Okay, so cel-shading is **the worst thing in art** since someone used the Mona Lisa to **skin up the world's largest joint**, but hey, this is ***Spider-Man***, right? What could possibly go wrong? [Don't say 'the PSP version'. We don't talk about that any more.] The 'new' Spidey that appears in ***Ultimate Spider-Man*** may look like a five-year-old child attending a **McDonalds fancy dress party**, but we still have high hopes. Expect an in depth preview next month.

STRIKING BEAUTY

Commandos Strike Force is ready for battle.

These new screens from *Commandos Strike Force* show that it's shaping up to be something refreshingly different in the world of PS2 shooters.

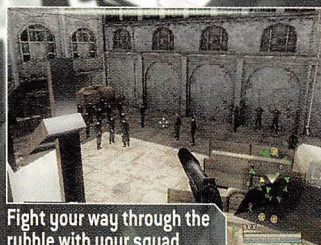
Commandos has always been a top-down affair, in which players control small squads of armed experts. *Strike Force* breaks with this tradition by putting a first-person slant on the action.

You'll still get to control a team of operatives, but this time you'll see the action through their eyes

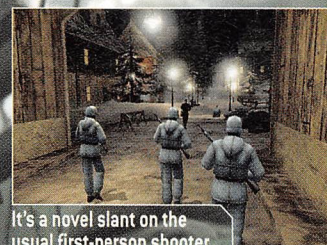
as you infiltrate battlefields in Norway, France and Russia.

Choosing the Green Beret will give you all-round shooting skills, choosing the Spy will let you sneak around with ease, and selecting the Sniper will let you plug away at enemies from a distance.

If you're after something more tactical (and less gung ho) than *Medal of Honor*, *Strike Force* will deliver everything you could possibly want. Look out for the review next issue.



Fight your way through the rubble with your squad.



It's a novel slant on the usual first-person shooter.



Use the sniper to kill guarded targets.

WEB OF EVIL!

Ultimate Spider-Man adds Venom to series.

Just when you thought you'd seen everything Spidey had to offer, he's swinging back with a game based on the *Ultimate Spider-Man* comics. It's being made by Treyarch – the team behind the last two Spidey games, and will feature the free-roaming, web-zipping gameplay we so loved in *Spider-Man 2*.

The difference is that this time, everything looks like it's straight out of a contemporary comic book, with a subtle cel-shaded look that doesn't simplify the visuals too much, but does add an attractive dose of bold-coloured glamour to enemies and environments. The free-roaming

environment now stretches from Manhattan to Peter Parker's home borough of Queens too.

Most shocking of all, you won't just play as Spidey. For around half the game you'll play as Venom – Spidey's alien nemesis and all-round bad guy. Venom gets around by means of massive block-length leaps, and delights in creating all sorts of mayhem through fighting, car-throwing, tentacle-slashing and absorbing energy from innocent pedestrians to survive.

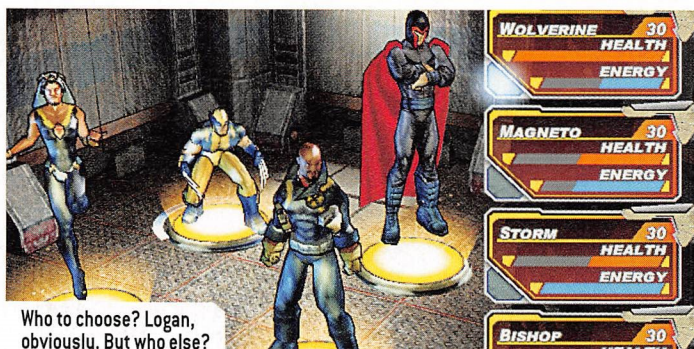
Due for release in November, *Ultimate Spider-Man* looks like being a great addition to the series.



The new graphical style is in keeping with the comics.



Destruction is never far when Spidey's in town.



Who to choose? Logan, obviously. But who else?

BETTER THAN X

X-Men Legends II jumps into bed with evil.

Blending classic superheroes with top-down adventuring proved a hit with gamers in the first *X-Men Legends* title, and so the sequel has amped up the action from all sides.

It's not just the good guys you'll be controlling either. In this sequel, the Brotherhood of Mutants are along for the ride, fighting on your side. You'll form a custom team with four of your favourite heroes and villains, fighting the extremely nasty mutant Apocalypse and his endless minions.

Fans of the first title will be glad to know that each hero's powers have been greatly diversified, with tons of new attacks for each character. New branching abilities mean you'll have to play through the game multiple times to see every possible combination of powers, and it's possible to pull off some spanking new team moves too. Enemies are now more varied and their intelligence has also been improved.

It's all about the top-down action once again, and it's possible to play through the entire game in two-player co-op mode with friends or online with sci-fi geeks. Like the first title, this won't appeal to those who want a quick blast, but adventure fans are going to be in for a hell of a ride. *X-Men Legends II* will be lending its superhero status to PS2 this September.

The Official Australian Games Chart

Compiled by GfK in association with the IEAA

TOP
10

PlayStation 2 Games Over \$50

W/E 5th June 2005
RETAIL SALES

- 1 ♦ Star Wars Ep 3 Revenge Sith RPG
- 2 ♦ Gran Turismo 4 Racing
- 3 ♦ Lego Star Wars Adventure
- 4 ♦ GTA: San Andreas Adventure
- 5 ⬆ MX vs ATV Unleashed Racing
- 6 ▼ Midnight Club 3 DUB Ed Racing
- 7 ▲ Star Wars Battlefront Action
- 8 ▼ NFS: Underground 2 Racing
- 9 ⬆ Sonic Mega Collection Plus Adventure
- 10 ⬆ Rugby 2005 Sports

TOP
10

Nintendo DS Games Over \$40

W/E 5th June 2005
RETAIL SALES

- 1 ♦ Super Mario 64 Adventure
- 2 ▲ NFS: Underground 2 Racing
- 3 ▼ Star Wars Ep 3 Revenge Sith RPG
- 4 ▲ Yoshi Touch & Go Action
- 5 ▼ Pokémon Dash Racing
- 6 ▲ Rayman Adventure
- 7 ▼ WarioWare: Touched! Action
- 8 ♦ Spider-Man 2 Adventure
- 9 ⬆ Asphalt: Urban GT Racing
- 10 ♦ The URZ: Sims In The City Strategy

TOP
10

Game Cube Games Over \$50

W/E 5th June 2005
RETAIL SALES

- 1 ▲ Pokémon Colosseum RPG
- 2 ▼ Resident Evil 4 CE Adventure
- 3 ▼ Baten Kaitos RPG
- 4 ▲ Mario Kart Double Dash Racing
- 5 ⬆ Pikmin 2 Action
- 6 ▼ Mario Power Tennis Sports
- 7 ▼ Legend Of Zelda: 4 Swords RPG
- 8 ⬆ SRS Street Racing Syndicate Racing
- 9 ⬆ Yu-Gi-Oh False Kingdom Strategy
- 10 ⬆ DK Jungle Beat w Drums Adventure

TOP
10

Xbox Games Over \$50

W/E 5th June 2005
RETAIL SALES

- 1 ♦ Star Wars Ep 3 Revenge Sith RPG
- 2 ⬆ WWE WrestleMania XXI Sports
- 3 ▼ Forza Motorsport Racing
- 4 ▲ Lego Star Wars Adventure
- 5 ▲ Halo 2 Action
- 6 ▼ Jade Empire RPG
- 7 ▲ Star Wars Knight Republic 2 RPG
- 8 ▼ Doom 3 Limited Edition Action
- 9 ⬆ Star Wars Republic Comm Action
- 10 ⬆ Star Wars Battlefront Action

TOP
10

PC Games Over \$20

W/E 5th June 2005
RETAIL SALES

- 1 ▲ The Sims Full House Strategy
- 2 ▲ The Sims 2: University Strategy
- 3 ▲ The Sims 2 Strategy
- 4 ▼ Empire Earth 2 Strategy
- 5 ▼ World Of Warcraft Strategy
- 6 ⬆ Muppet Babies Family
- 7 ▼ Half Life 2 Action
- 8 ▼ Star Wars Knights Republic 2 RPG
- 9 ▼ The Sims Deluxe Strategy
- 10 ♦ MOH Pacific Assault Action

TOP
10

Game Boy Advance Games Over \$30

W/E 5th June 2005
RETAIL SALES

- 1 ▲ Pokémon Leaf Green RPG
- 2 ▼ Star Wars Ep 3 Revenge Sith RPG
- 3 ▲ The Incredibles Adventure
- 4 ▼ Pokémon Fire Red RPG
- 5 ⬆ Banjo Pilot Racing
- 6 ⬆ Crash Bandicoot 2 Adventure
- 7 ▲ Lego Star Wars Adventure
- 8 ▼ Pokémon Ruby RPG
- 9 ⬆ Crash Nitro Kart Racing
- 10 ⬆ Pokémon Sapphire RPG

TOP
10

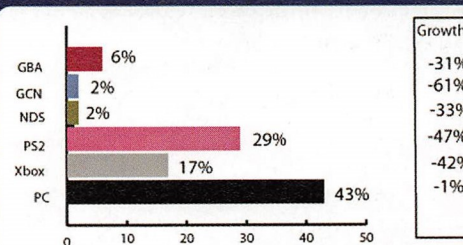
All Full Priced Games

W/E 5th June 2005
RETAIL SALES

- 1 ♦ Star Wars Ep 3 Revenge Sith PlayStation 2
- 2 ♦ Gran Turismo 4 PlayStation 2
- 3 ♦ Lego Star Wars PlayStation 2
- 4 ♦ Star Wars Ep 3 Revenge Sith Xbox
- 5 ♦ GTA: San Andreas PlayStation 2
- 6 ⬆ MX vs ATV Unleashed PlayStation 2
- 7 ⬆ The Sims Full House PC/MAC
- 8 ⬆ Pokémon Leaf Green GBA
- 9 ⬆ WWE WrestleMania XXI Xbox
- 10 ⬆ Forza Motorsport Xbox

MARKET WATCH All Games by Platform

MAY 05 Vs APR 05
RETAIL SALES 2004



- ⬆ New Entry
- ♦ Non Mover
- ▲ Up from last week
- ▼ Down from last week



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GameCuts

Book

PS

PLAYStation 2

Game BOY Advance

PSone

**YOUR GUIDE TO THE
FUTURE OF GAMING
AND BEYOND!**

HYPER

AUSTRALIA'S GAMING AUTHORITY

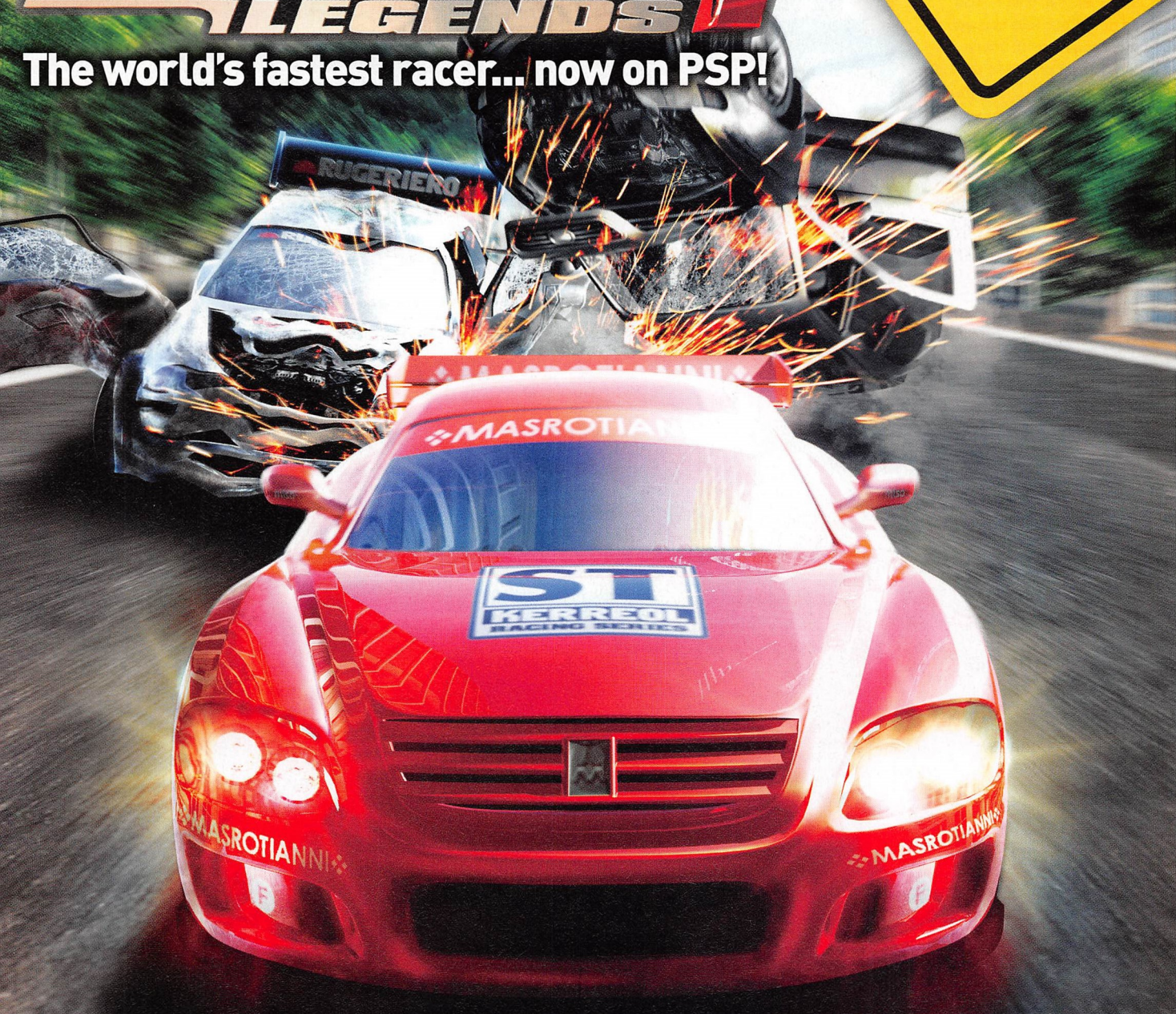
PLAYSTATION PORTABLE

PSP WORLD

BURNOUTTM LEGENDS

WORLD
EXCLUSIVE
PLAYTEST!

The world's fastest racer... now on PSP!



FIFA SOCCER

The legendary football series comes to the small screen. Can it top the PS2 game?

PLUS ALL THESE!

- Pursuit Force ■ MediEvil
- Dead To Rights: Reckoning
- The Sims 2 ■ Fired Up

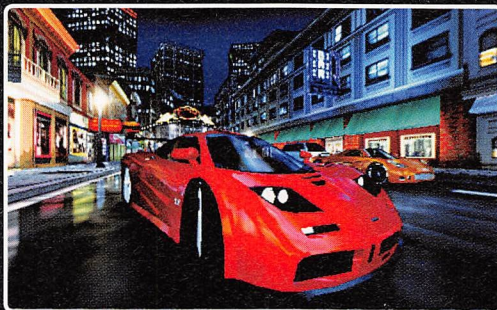
WELCOME TO THE FUTURE!

You'd be forgiven for thinking the PSP was some kind of games machine, what with all these pages of game news and reviews we keep putting together. But you'd be wrong. PSP is a 21st Century info-slab, a hotline to endless wireless micro-tainment. Why, you might as well set your DVD player on fire, turn your TV into a bidet and sell your PC to a passing tramp, because you won't need them any more. Of course, it's not quite that simple. While the PSP is eminently hackable, you'd do well to bring a few skills and items of your own into the mix. Namely a science lab's worth of tech gear and an encyclopaedic knowledge of programming. That's me knackered then. Right, I'm off to play *Bust-A-Move* instead.

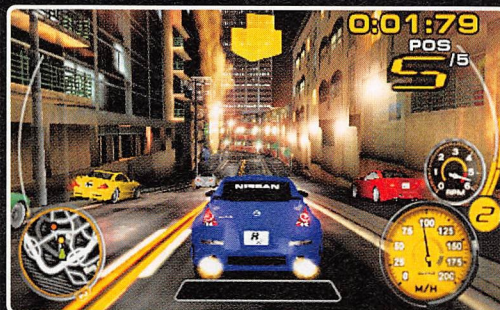
LEE NUTTER, PSP EDITOR



NEWS



Those reflections and neon lights look just like the PS2 game.



You can roam the city to try to find races to take part in.



Hey, watch the paint! Expect heavily arcade-flavoured play.



Learning shortcuts will get you to the target quicker.

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NIGHT FEVER

Midnight Club 3: DUB Edition tears up the tarmac on PSP.

Some games have been re-invented and repackaged for Sony's killer handheld, but *Midnight Club 3: DUB Edition* is aiming to deliver everything that was great about the PS2 game. We're talking licensed cars, damage, and of course an unhealthy glut of modding options to boot. Not to mention free-roaming gameplay, traffic-heavy streets, the three American cities of San Diego, Detroit and Atlanta, spectacular crashes and finish line scrambles.

Players are to be rewarded for exploring the city with all manner of hidden upgrades and collectibles. Those who sniff around for long enough, and who earn sufficient money to get their car fully serviced inside and out, will be rewarded with speeds exceeding 220mph. And judging from the tracks we've

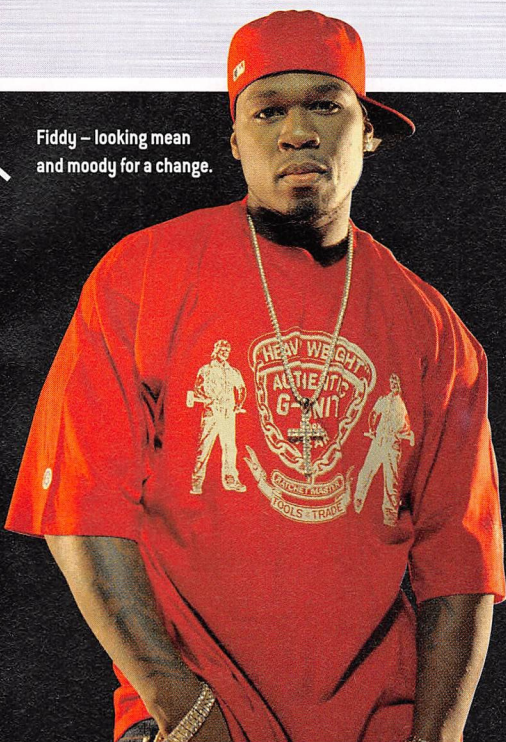
been playing this month, the sense of speed is extraordinary, comfortably the equal of caffeine-powered hyperspeed thumb frenzy *Wipeout Fusion*.

Not that everything is going to be exactly the same as on PS2. No, some things are going to be even better. Six players can get together to race via Wi-Fi, and there'll also be a range of new PSP-specific pick-up-and-play modes for an instant burst of fun. In terms of the soundtrack, nothing has been announced for the PSP yet, although we're expecting a slightly condensed version of the PS2 playlist.

Since *Need for Speed Underground Rivals* was a bit of a rush job on PSP, we're hoping this will clean up and become the racing standard when it shows up in September, right beside the PSP itself.



Fiddy – looking mean and moody for a change.



BULLET TIME

50 Cent: Bulletproof gunning for PSP.

Seems like 50 Cent has got ambitions beyond tearing up your TV screen and destroying your eardrums with his bass-heavy gangsta rhymes. His game, *50 Cent: Bulletproof* is coming to PSP.

As well as gun-toting gang wars and pimp living, *Bulletproof* is set to contain a fair few of 50's hits – and we're not talking *Jailhouse Rock* and *Great Balls of Fire*. Music videos from Fiddy and his G-Unit crew are all part of the PSP package.

Bulletproof is big on A-list rap celebs; Dr Dre and Eminem are both in it, while G-Unit's Tony Yayo, Lloyd Banks and Young Buck are all stepping up too. And if it's anything like the PS2 game, they'll be hooking up with Fiddy to beat the living shit out of rival gangs in the most violent way possible. Expect snapped limbs and plenty of claret when this hits PSP.

DINO KUNG FU

DICE to feature robot-dinosaur-motorbikes.

Dinosaurs that are robots, who can also turn into motorbikes? You can see how the *DICE* TV show got made, and now it's making the move onto PSP as a storming action race title.

As you can guess, you ride one of these fearsome (albeit cartoonish) beasts, and have it fight on your side when you get into a serious ruck. Or, if you so wish, you can go ditch the dino and go exploring all on your own. You have 11 different Dinobreakers to choose from, and you can transform from vehicle to dino mode to get the job done. What's more, there are a couple of unlockable Dinobreakers in here that have never been seen before. *DICE* rolls out in September, just in time for the Oz launch of PSP itself.



➤ "Dinobreakers! Dinosaur robots in disguise!"



➤ Transform into bike mode to go exploring.

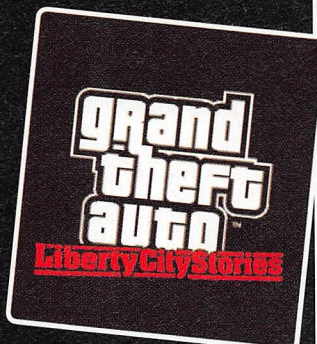
REPEAT OFFENDER

Return to your former stomping ground with **Grand Theft Auto: Liberty City Stories**.

Rockstar remains tight-lipped on the content of the PSP's *Grand Theft Auto* game, but has released a few tiny details to tempt us with. The first is the title: *Grand Theft Auto: Liberty City Stories*. Stories. Hmm. Sounds interesting.

According to Rockstar, "The original storyline and all-new missions take place in Liberty City, and feature an interactive, open environment, plus superb voice talent and diverse music." The fact that no main character has been announced leads us to believe this might be the first ever *GTA* with multiple playable heroes. The fact that it's got the word 'Stories' in the title makes us think you won't play as just one person.

Just to recap on the information so far: it's set in (duh) Liberty City, the setting of *Grand Theft Auto III*, and it's being crafted not by *GTA* geniuses Rockstar North but by the new handheld team of Rockstar Leeds. All the signs are good though, with Rockstar promising a "revolutionary experience."



PSP EXTRA

Shaking the last drops out of the news snake.

PSP LOVES PS3!

Wouldn't it be great if PSP could link up with PS3 out of the box? Well, it can.

As well as downloading content with USB, you'll be able to use the PSP as a controller via Wi-Fi – if you must. Okay, so it's not the world's most surprising news, but it's good news nonetheless.



PSP LOVES XBOX 360?

Seems like the ever-so-versatile PSP can even interface with the upcoming Xbox 360 too. You'll be able to download movies and tunes between the two consoles via USB, but don't expect any gaming goodies – there's far too much rivalry between Sony and Microsoft for any of that malarkey.



GIMME THE MUSIC

The mountain of downloadable PSP content just keeps getting bigger. Fans of music videos should check out www.fuse.tv for convenient PSP downloads of rock shows and music video showcases. With this much visual shizzle, who needs TV anymore?

MOVIE MAGIC

The PSP UMD movie onslaught continues with the imminent release of titles such as loser comedy *Dodgeball*, Chinese action flicks *Hero* and *House of Flying Daggers*. Best of all, though, cult geek epic *Napoleon Dynamite* is due for a release too. Suh-weet.



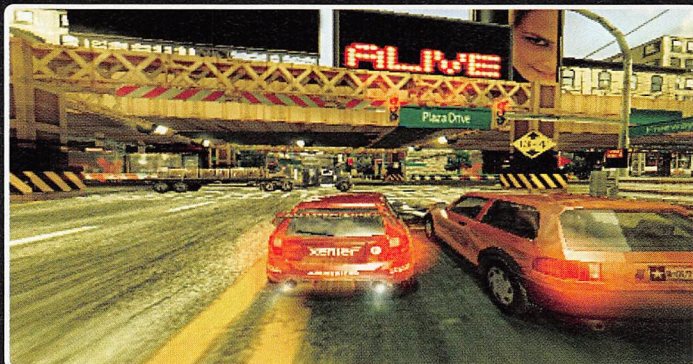
HACKED OFF

Sony has announced a compulsory patch to Japanese PSPs' operating systems. It will render hacking impossible and newer games won't play on the old operating system, so gamers will be forced to upgrade via PC. Expect resourceful hackers to find ways around this in record time.

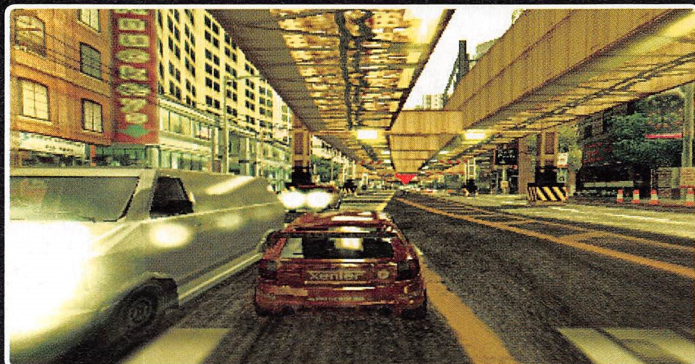
PSP PREVIEWS



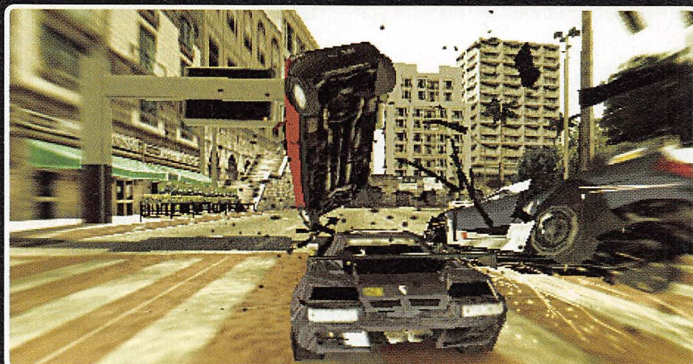
➤ It's this kind of thing that makes the cost of your insurance premium rocket.



➤ Ahh, the sure and certain knowledge of your impending doom. Makes us feel warm inside.



➤ This all looks very *Burnout 3: Takedown* to us. Which is good – we gave it a 10/10 score.



➤ Dodging your demise by the merest of millimetres is one of *Burnout*'s perennial joys.

PUBLISHER: EA DEVELOPER: CRITERION OUT: SEPTEMBER PLAYERS: 1-4 WI-FI: YES

BURNOUT LEGENDS

Scream if you want to go faster! Just try not to when you're playing this on the loo.

Burnout on PSP – now there's a concept that sells itself. You want it already, don't you? But will PSP really be able to replicate the crazed crashes and insane speeds of its console cousin? The news is good. We've played it until our eyes screamed and filed for divorce and we're ecstatic to report that it's already looking the business... and then some.

Burnout Legends incorporates tracks from *Burnout 1*, *2* and *3* to form a collection

of *Burnout*'s greatest hits, hence the title. Now *That's What I Call Burnout!* if you will. But it won't feature tracks from *Burnout Revenge*, which is sort of fair enough, as they haven't actually finished making it yet. As such, it does include the late, lamented Pursuit mode that was sorely missed from *Burnout 3*, or would have been if we hadn't been busy stroking the screen with our sweaty paws and going "Oooh, shiny, shiny! Crash!"

Burnout creator Criterion is working hard to shoehorn everything you could want into this portable version of the game. Naturally, there'll be plenty of wireless multiplayer modes to indulge in. And best of all, *Burnout Legends* will let you game share. What's game sharing you ask? It's when you're able to play multiplayer Wi-Fi with a mate, using just one copy of the game. How amazingly good is that? There'll be special tracks created just for this – it's bound to be the greatest thing ever.

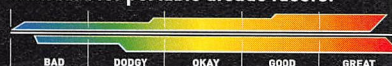
Like *Ridge Racer*, *Burnout Legends* blisters the PSP screen at a perfect 60

frames per second. If this sounds techy, it's not – it's the foundation of why the *Burnout* games deliver such a rush. In comparison, *Need for Speed Underground Rivals* runs at 30 frames per second, and believe us when we say you can really see the difference. Every aspect of *Burnout* has been included, from the speed blur to Crash mode to the amazing collisions themselves. In fact, if this isn't the best-looking PSP game after *Gran Turismo 4 Mobile*, feel free to drop round the office and call us all manner of unsavoury names. Make no mistake – *Burnout Legends* is going to be one to play with the headphones turned up to 11 in a darkened room, savouring the sheer thrill. September can't come soon enough.

/ JOFF BROWN

FIRST IMPRESSIONS

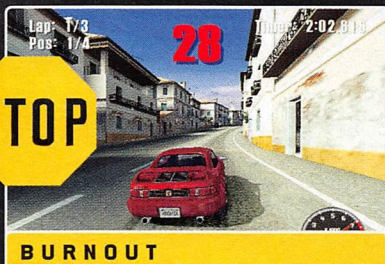
This looks like it'll be setting a whole new standard for portable arcade racers.



➤ All the cool visual touches, like sparks and debris, are here in the PSP game.

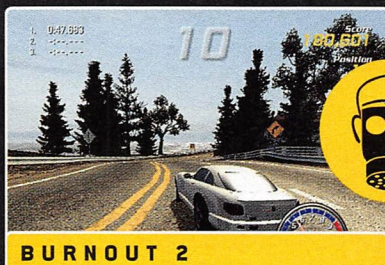
MAKING A LEGEND

How did *Burnout* become The Best Thing Ever?



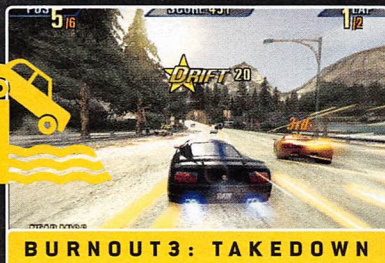
BURNOUT

The original game was fresh and exciting but was generally regarded as way too hard, seeing as how some races lasted 20 minutes and you couldn't crash once.
HOW DANGEROUS? As dangerous as a starving tiger in a day-care centre.
HOW FAST? As fast as a jet fighter going down hill with a following wind.



BURNOUT 2

Like the first but easier, this worked best when you were performing perfect laps, chaining your boosts so that you drove whole races absolutely flat out.
HOW DANGEROUS? As dangerous as an AK-47 toting chimpanzee on crack.
HOW FAST? As fast as a beam of light trying to get to the video shop before it shuts.



BURNOUT3: TAKEDOWN

Took the best bits of the previous games, added an incentive to crash and made the whole thing sexier than Kelly Brook slapping Turtle Wax on a Ferrari Enzo.
HOW DANGEROUS? As dangerous as using a nuclear missile to stop a runaway train.
HOW FAST? As fast as a tortoise... strapped to the roof of a dragster.



➤ Get it back on its wheels and it'll be fine. No, really.



➤ What did these cones ever do to anyone. This is just thuggish, frankly.



➤ That familiar boost feeling when everything blurs.



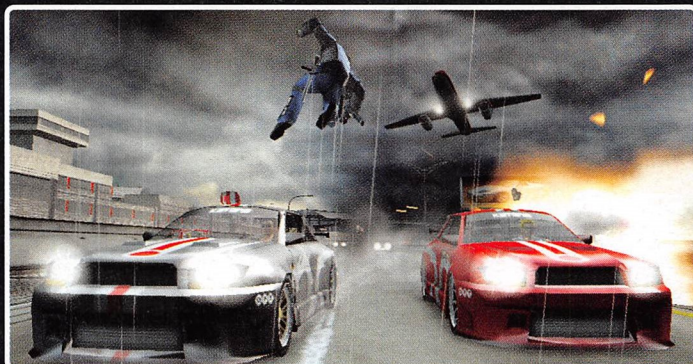
➤ All that grinding can't be good for the bodywork.



➤ Surely this car deserves a little more respect.



PSP PREVIEWS



➤ Is he jumping to that car or onto that plane? We wouldn't put it past the crazy bastard.



➤ That's such a completely ridiculous and stupid plan, it might just work.



➤ A gunfight on the bonnet of a speeding Skyline. Obviously. Happens all the time, eh?



➤ You'll be riding bikes as well as driving cars. Which means even more danger.

PUBLISHER: SONY DEVELOPER: SONY OUT: NOVEMBER PLAYERS: 1 WI-FI: NO

PURSUIT FORCE

The most dangerous racing game ever gets even more dangerous.

Aptly enough, we see ourselves here at PSW as a special kind of pursuit force; one that hotly pursues all the biggest new PSP games – games like *Pursuit Force* – in order to recover the hottest info for your reading pleasure. And when we begin a chase, there's only ever one outcome.

Ahem. There's a ridiculous amount of action going on in this game. Every second is an explosion of speed, danger, more speed and more massive explosions. You're

the police and your job is to stop fleeing criminals any way you can, mostly by jumping out of your speeding car and into theirs. You won't be racing down the highways and byways of the good old US of A alone either; you'll be winding your way in and out of busy traffic in a desperate attempt to take down the bad guys. The range of environments for your speed-based criminal battering is even larger now, with multi-lane motorways supplementing the narrow dirt tracks and winding coastal roads we've already seen. Weaving your way through the rush-hour traffic, shooting at the fleeing crims while you manoeuvre your vehicle into position to board theirs – it's almost too much action for our tiny brains to cope with. Better still, the list of vehicles is growing steadily too, with SUVs and bikes adding to the performance and be-muscled beasts we've already seen, which should bring some interesting extra flavours into the nitrous-boosted mix.

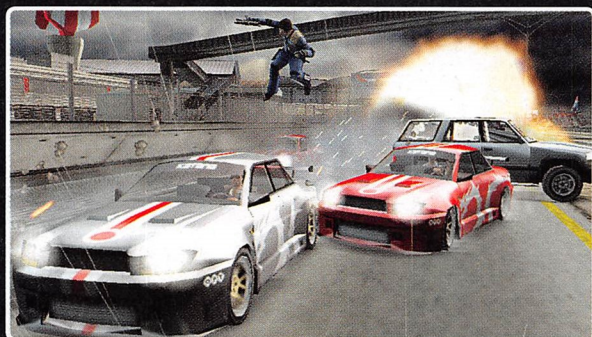
Every time we see even so much as a fraction more of this title we get that little

bit more excited. With such a ridiculous amount of adrenaline concentrated in your hands, you'll have no shortage of oohs and aahs. It's a ridiculous yet ingenious premise and it's surely going to be a winner. We'll be following this one very closely over the coming months...

/ MARK SORRELL

FIRST IMPRESSIONS

Easily one of the most exciting PSP games in prospect. This looks ace.



➤ Justice for all! Except people who get caught up in the carnage and death.



➤ Why shoot him when you can kick his face off?

PUBLISHER: SONY DEVELOPER: SONY OUT: SEPTEMBER PLAYERS: 1-2 WI-FI: YES

MEDIEVIL: RESURRECTION

The ancient PSone platform puzzler is dug up and dusted down for a new outing on PSP.

That classic PSone adventure with the morbid sense of humour is on its way to PSP. This time around you'll be making the undead pay for their crimes as Sir Dan (himself back from being really dead to only sort of dead) as he battles to free Gallowmere from the evil intentions and incessant cackling of Sorcerer Zarok.

The game has been designed with PSP

play very much in mind and comes with wireless multiplayer, quick-go-on-the-bus mini-games, plus a save anywhere function. Gameplay wise expect short yet frantic levels, a range of new moves for Sir Dan and more weapons than there aren't in Iraq. Then there's the Multiplayer mode, which places two players in a head-to-head race through levels competing for time, scores and those all-important bragging rights.

Interestingly, there are mumblings about a *Medievil*-style *WipEout* ship being

made available as a launch download. That's the kind of innovative and downright cool stuff that can only be done with a PSP and that's the kind of stuff we really want to see. We'll keep you posted.

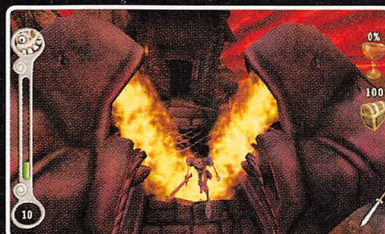
/ JONATHAN TODD

FIRST IMPRESSIONS

It doesn't have the instant appeal of *Pusuit Force*, but it should be decent.



One dead guy killing a load of other dead guys. This could go on for some time.



Two massive statues vomiting. Extremely tasteful.



It doesn't really get the adrenaline going, does it?

PUBLISHER: SONY DEVELOPER: SONY OUT: SEPTEMBER PLAYERS: 1-8 WI-FI: YES

FIRED UP

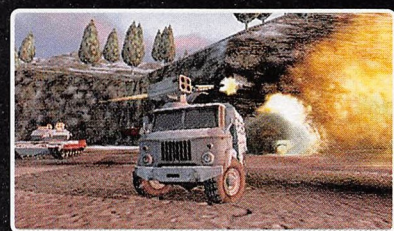
Eight people in cars with guns, blowing each other to pieces.

Traffic jams are rubbish. No explanation or justification needed for that statement of fact. Solution to traffic jam-related trouble? How about an eight-player, car-based combat game you can play on your PSP through Wi-Fi with other poor folks trapped in their cars. It's obvious really. *Fired Up* is that game.

Set in an open environment (post-apocalyptic, we suspect), the single-player game will see you as one of a ragtag bunch of rebels, driving about in your death coupe deluxe mowing down the agents of a

'faceless oppressor'. We presume at this stage that his or her face is just hidden rather than being totally absent, although frankly, we're prepared for just about anything. You'll be able to operate all manner of vehicles and shoot all kinds of guns as you explore the world looking for baddies to kill and goodies to collect.

Multiplayer mode will play host to all the classic favourites – Deathmatch, Capture the Flag and King of the Hill – alongside a slew of clever new ways to proclaim your dominance over your fellow man, or indeed



Looks like a novel way to clear the inside lane.

lady. Naturally, you'll be able to unlock bigger and badder vehicles in the single-player game and take them out in multiplayer to kick ass and take names.

Essentially based on the aged PS2 online game *Hardware*, *Fired Up* is looking infinitely superior and much like a bigger, better and older brother. As well as offering massive multiplayer fun, it should also let you grab a quick single-player game between your morning cereal and shower. What better way to start your day?

/ MARK SORRELL

FIRST IMPRESSIONS

Coming from the makers of *Hardware*, we're hoping for a proper traffic-buster.



Nippy but about as hard as a paper umbrella.



This is supposed to be about cars. Play fair lads.

CONNECT FOUR

Throw away all your gadgets – PSP is all you need! It'll play games, music and movies, browse the net, make toast and even do the washing up!

So you've bought your PSP, you've played *Ridge Racer* till your thumbs resigned and put so many hours into *Lumines* your eyes have grown dim and useless. Don't worry, the PSP is a versatile beast, and there's so much more you can do with it than just play games. In fact, it might just be the only piece of kit you need for all your audio-visual entertainment needs. Let's have a little look at the possibilities, shall we?

FIRST THINGS FIRST

Before you set off into the wonderful world of PSP there are a few things you're going to need. First up, you'll need as big a memory stick as you can possibly afford. The largest available are 1GB and can be bought from internet stores for less than \$200 if you shop around enough. The more memory you have, the more you'll be able to do so don't scrimp here – you'll only regret it later.

You'll also need a USB cable to connect your PSP to the rest of the known universe and transfer stuff from 'out there' to 'in there'. These really are cheap as chips, assuming your local chippy charges about \$30 for a fish supper. The cable needs a regular USB connection at one end and a mini USB at the other. Easy as, err, chips.

Lastly, you'll need a broadband internet connection at least, and for web browsing a Wi-Fi network but hey, everyone has one of those right? Still, if you don't have a house from the near future, you can find Wi-Fi hotspots in internet cafes and the like quite easily, so go there to try the Wi-Fi stuff out.

COMIC

You can also spend your time on the 12:17 to Gosford reading one of the millions of web comics available out there. Since they're specifically designed to be read on a computer screen, you'll find no problems viewing them on PSP. All you need is to download the comic from the web and then convert the files to .jpg format and load them onto the memory stick. It couldn't be easier.

BETTER THAN THE REAL THING?

Yes – you can take the PSP anywhere and even read in the dark with the back-lit screen. It's easy to browse the pages, more convenient than using your PC and a lot less nerdy than reading an actual comic in public.





PORTABLE DVD PLAYER

Don't want to shell out the big money for UMD movies? Still want to sit on the bus watching endless loops of the bit in *American Pie* where Shannon Elizabeth gets her boobs out? So do we, and thanks to the wonders of technology, we can. You will have to do a fair amount of bugging about with file compression before you can get movies into a format the PSP can recognise, but it's worth it.

BETTER THAN THE REAL THING?

PSP is smaller than any portable DVD player on the market and the PSP's screen is better than any found on portable DVD players. The only minor downside is the time it takes to port a DVD to a PSP memory card: 90 minutes.



iPOD

Getting music onto your PSP couldn't be easier, and you can get a fair bit onto a 1GB stick, around 250 songs, which should keep you going for a weekend. All you need to make it happen is a big memory stick and a bunch of MP3s. If you do find the 1GB limit a bit, well, limiting, more memory sticks are tiny and easy to carry about, if rather expensive.

BETTER THAN THE REAL THING?

No, but that's not the point. While your PSP isn't going to replace your iPod, if you're strapped for space it can store enough songs to make it worthwhile and extra Memory Sticks can expand that indefinitely. And hey, you can't play *Wipeout Pure* on an iPod.

WEB BROWSER

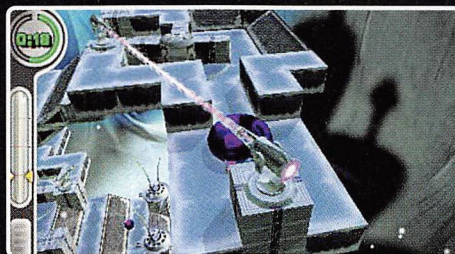
The really clever people who live on the internet have already worked out how to get the PSP to talk to the web and let you browse for that dirty video the chick off *Home & Away* did with the guy who looks like Martin Bryant. While the browsing is pretty damn simple and the selection of accessible sites limited to say the least, it's merely a taste of things to come.

BETTER THAN THE REAL THING?

Not yet. At the moment this is more of a gimmick than anything and the need to have a Wi-Fi network to get it working makes it less than practical for most of us. Still, with time, and plenty of public Wi-Fi hotspots, this could become a real strong point for the machine.



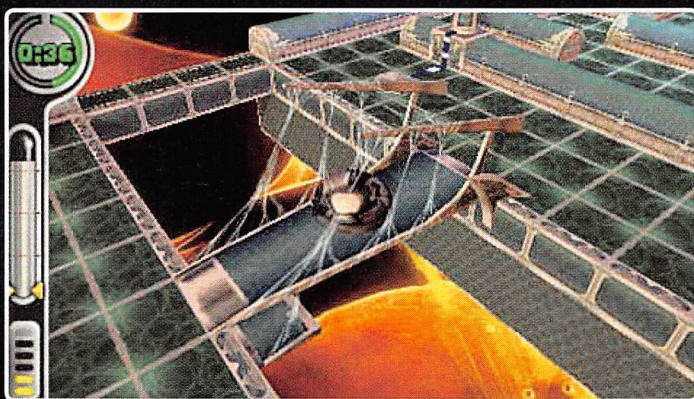
➤ Colour your blobs to make them do different tasks.



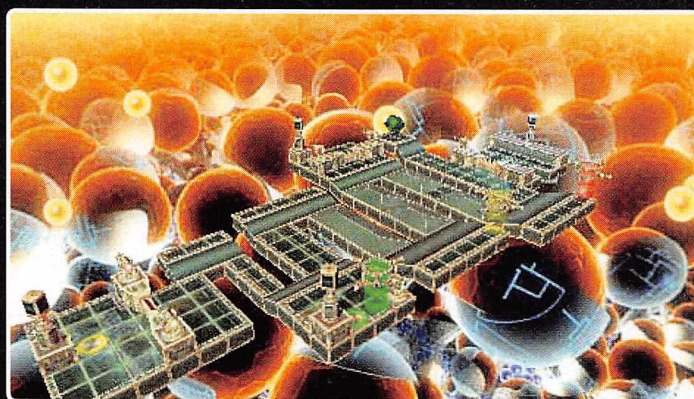
➤ Head over to the switches to access other areas of the level.



➤ Controlling multiple balls can make your mind explode.



➤ The further you progress, the more mad obstacles appear.



➤ Some of the later levels are satanically huge and tough.

PUBLISHER: IGNITION ENTERTAINMENT DEVELOPER: AWESOME STUDIOS OUT: NOW PRICE: IMPORT PLAYERS: 1-2 WI-FI: YES

ARCHER MACLEAN'S MERCURY

It's time to get your flow on with the world's only liquid metal puzzler.

Wouldn't it be great if *Super Monkey Ball Deluxe* got released on PSP? Until that happens, we'll have to make do with *Mercury*. It's a puzzle game in which you tilt a board to guide a bead of quicksilver around a maze. Lose too much mercury or miss the time limit and you're out.

Put like that, it sounds fairly simple. But having a blob of liquid metal as a hero means all manner of funky things can happen. Your bead can split up into smaller beads, for example, and tilting the level moves them all around. Get too many of them on the screen, and the human brain

spontaneously implodes from the mind-hurt of trying to control them all.

You can also colour your blobs in different hues, allowing them to open special doors. Chuck in enemies, moving parts and a blocky sentient obstacle called Stan, and you've got something more akin to the corridors of Hell than a PSP puzzler. The

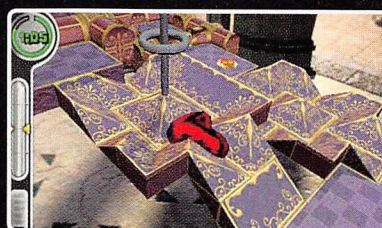
mercury itself looks good – apparently 90% of the PSP's processing power is used to create it – and the levels aren't exactly ugly, but the overall game presentation is bizarrely 1980s – think squishy, coloured fonts and clunky menu systems.

Mercury had our opinions sloshing back and forth like, well, mercury. Gameplay is undeniably unique... but not necessarily the amazing, transcendent experience you might be hoping for. Once you get used to the controls you'll be fine... then again it can feel like more of a chore than a challenge all too often. As much as you might find yourself cursing the screen... you'll still end up spending hours on the frequently frustrating levels. Multiplayer is a giggle... but why do levels take ages to load? It's a mixed-up title, to be sure, and not everyone will agree about its charms. But it's totally unique on PSP and worth a look.

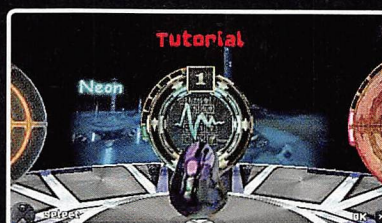
/ JOFF BROWN



➤ Bigger levels look impressive but the liquid metal steals the show.



➤ One false move and it turns into *Terminator 2*.



➤ Each level is accessible from this central hub.

PS2 VERDICT

Curious, addictive and deeply frustrating, this is one for dedicated puzzle fans only.

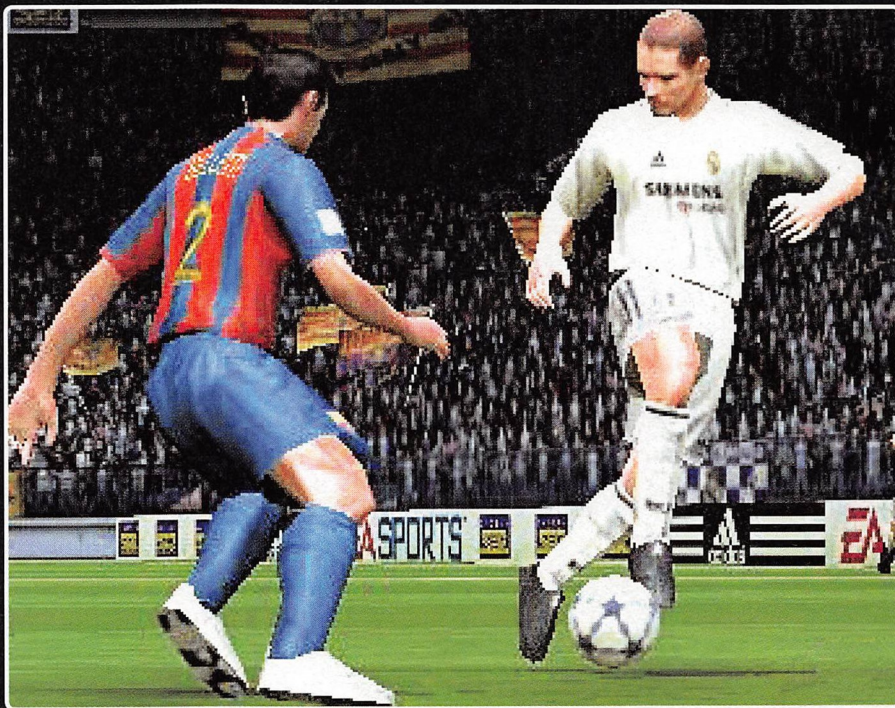
7



➤ Is this proof that FIFA will feature real-time levitation?



➤ AC Milan Vs Inter Milan is always a fiery encounter.



➤ Further evidence that FIFA's unrealistic: Beckham's dribbling past a defender.

PUBLISHER: EA DEVELOPER: EA OUT: NOW PRICE: IMPORT PLAYERS: 1-2 WI-FI: YES

FIFA SOCCER

FIFA Football scores a 30-yard screamer on its PSP debut... in its own net.

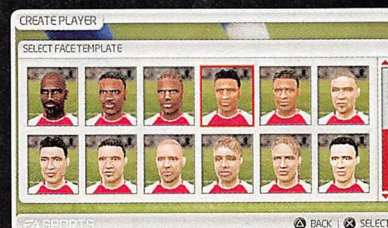
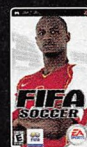
Let's not kid ourselves. *FIFA Soccer* and *World Tour Soccer* are but stopgaps before Konami finally gets around to releasing *Pro Evolution Soccer* on PSP. You know it. We know it. But it would appear that EA don't know it.

Let's start with the good stuff though, which is basically the stuff that *FIFA* always gets right. *FIFA Soccer* comes with the usual clutch of licences that amount to over 350 official teams and leagues, all with the correct player names. There's also a bulging bag of game modes catering for all abilities and occasions. The pick of these are the mid-

season scenarios taken from this campaign's league table with 18 games gone, and a Challenges mode that lets you choose from last-ditch comebacks or handing out drubbings. Motty and McCoist's commentary remains relevant for the most part too and adds to the authenticity.

As soon as you step onto the pitch, any goodwill towards *FIFA Soccer* quickly evaporates. Its recent trump card on PS2 has been using the right analogue stick to move the ball out from your player's feet for a perfect first touch. In the absence of a second analogue stick on the PSP unit, the first touch is assigned to the direction pad, which causes immense difficulties as you attempt to move you thumb back and forth between analogue and digital whenever you want to make a simple pass.

That's the least of *FIFA Soccer*'s problems. If you hate the way the ball seems to be on a string of invisible elastic in the PS2 game, the way the sprint button has no effect and the way players dive into a tackle from five yards away and still win the ball, you'll be disappointed to find the same flaws here. Which is a shame because we had hopes that *FIFA* on PSP would be different.



➤ The create-a-player feature's comprehensive.

In fact, certain things are even worse. Sometimes the game will give decisions such as goal-kicks and throw-ins before the ball has even gone out of play. At other times, especially during Wi-Fi matches, play really stutters along. Even navigating the menus is a burden due to loading times.

This isn't a terrible game by any means, but it's definitely a poor conversion. As the charts regularly show though, *FIFA* fanatics are a forgiving bunch. Each to their own.

/ JONATHAN TODD

PSM VERDICT

Crippled by the same old flaws, plus a few new ones. Now that's progress for you.

6



➤ With only one analogue stick, control over your passing is more tricky.

SONY



NEXT MONTH

- ⊗ PRINCE OF PERSIA
- ⊗ MIDNIGHT CLUB 3: DUB EDITION
- ⊗ TOMB RAIDER
- ⊗ PAC MAN WORLD 3
- ⊗ THE GETAWAY
- ⊗ GRAND THEFT AUTO
- ⊗ THE SIMS 2



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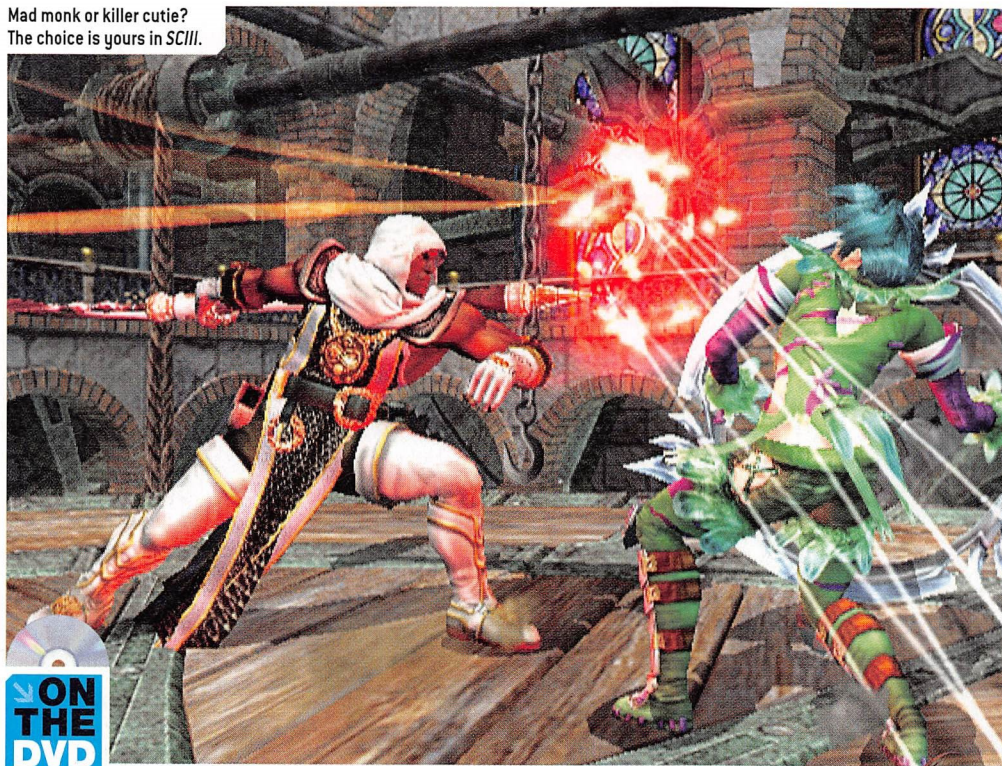


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SCREENTEST

The latest screenshots and all the info on the PS2 games that matter.

Mad monk or killer cutie?
The choice is yours in *SCIII*.



ON
THE
DVD

PUBLISHER: SONY DEVELOPER: NAMCO OUT: NOVEMBER PLAYERS: 1-2 ONLINE: NO

SOUL CALIBUR III

Quantity *and* quality in Namco's latest brawler.

This time round, it's all about the modes. Even discounting the standard Practice and two-player Quick Battle modes, that still leaves a whopping eight others to choose from. Whereas *Tekken 5* was more a classy reiteration of *Tekken 3* than a genuine re-working of the series, *Soul Calibur III* is rewriting the rulebook and giving you loads more to do.

Chief among the new features is Lost Chronicle mode, which is basically *Soul Calibur III*'s new character creation mode. This is no half-hearted customisation

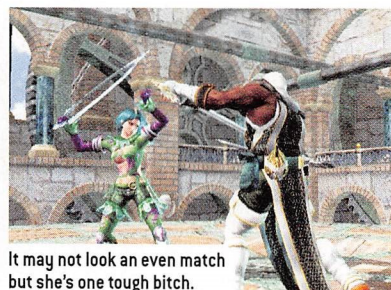


Tira is the most graceful fighter out of the 25 available.

option. You can make your own completely individual character by changing their gender, appearance, weapons and role, before watching them fight for the reward of new items. It's a lot more detailed than the one in *Tekken 5*, too.

Elsewhere, the Tales of Souls story mode gives each character a motive for pursuing the *Soul Calibur* blade and a unique end-sequence. World Competition is a ranking-based competition against the tougher opponents, while Vs Competition does the same but adds knockout tournaments and multiplayer. Vs Special is another two-player affair that's expected to feature unique battle conditions, as will the single-player Soul Arena mode. Finally, Museum mode stores your collected items and lets you view the history of the *Soul Calibur* series, though unlike *Tekken 5*, you won't be able to play the previous games. Still, that's a lot of new gameplay for your money.

Put simply, it's an incredible amount of content for an incredible-looking game. *Soul Calibur III* is slated for a November release.



It may not look an even match but she's one tough bitch.



The glorious German castle contains multiple stages.



Taki's new costume features more armour than before.



She'll take your arms off if you try to block her ring.



NEED TO KNOW

■ New arenas include a Greek shrine, a castle and an eerie clock tower.

■ *Soul Calibur III* is exclusive to PS2. *Soul Calibur II*'s on Xbox and GameCube.

■ Fan favourite Voldo has an even pervier uniform this time round. Eugh!



Zasalamel is a magician with the power of reincarnation.

FRESH BLOOD

The three newbies vying for the *Soul Calibur* blade...



ZASALAMEL

AKA: The Enigma.
Jap-lish babble: 'He breathes new life unto evil.'
Weapon: Giant scythe. We're getting a whole 'death' vibe from this chap.



TIRA

AKA: Merciless Assassin.
Jap-lish babble: 'She offers herself to evil.'
Weapon: Ring Blade. She'll have trouble not cutting herself in half with that.



SETSUKA

AKA: The Avenger.
Jap-lish babble: 'The trail of the sword guides her way.'
Weapon: Sword in umbrella, like some kind of Japanese Bond villainness.



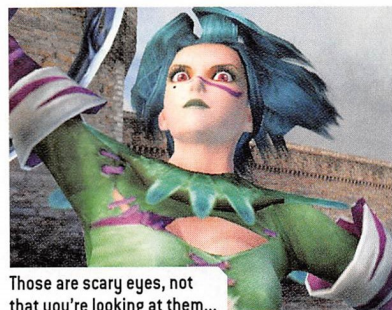
Mitsurugi's katana takes on Zasalamel's mighty scythe.



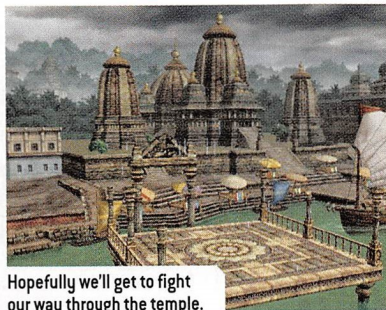
Setsuka's sword is difficult to see properly during battle.



Bits of scenery will break away as you slam into it.



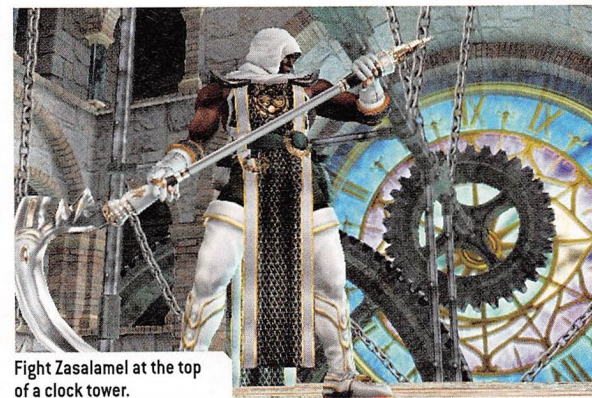
Those are scary eyes, not that you're looking at them...



Hopefully we'll get to fight our way through the temple.

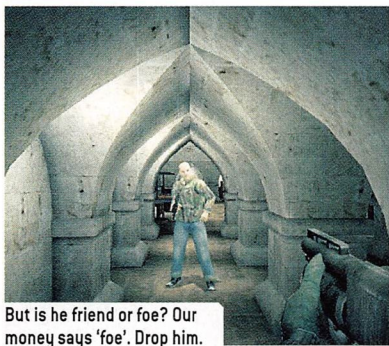


Why do all the women have the eyes of crazed stalkers?

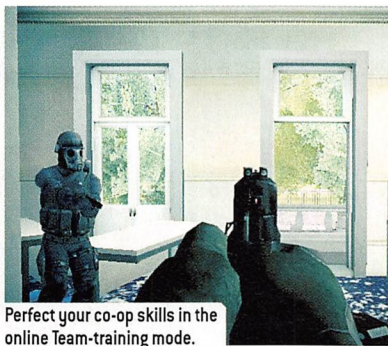


Fight Zasalamel at the top of a clock tower.

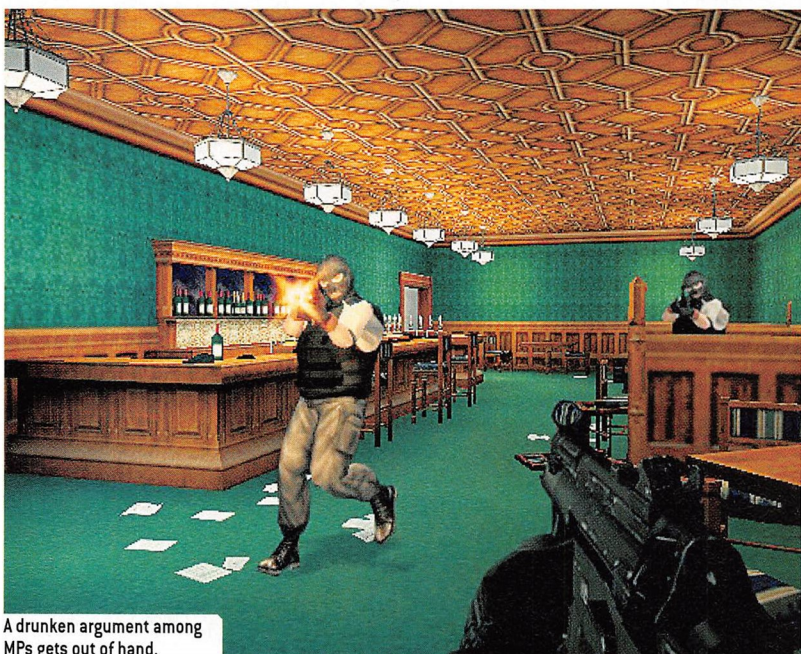
SCREENTEST



But is he friend or foe? Our money says 'foe'. Drop him.



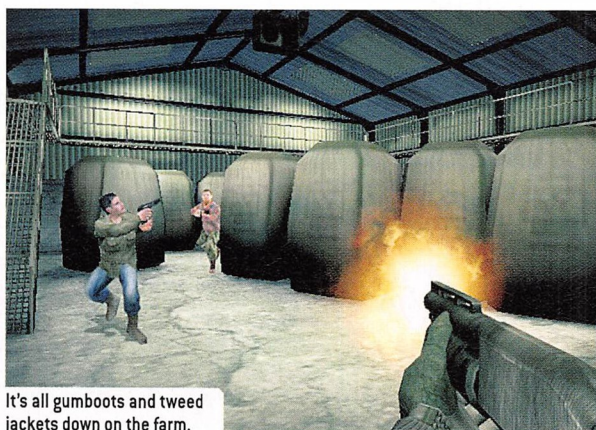
Perfect your co-op skills in the online Team-training mode.



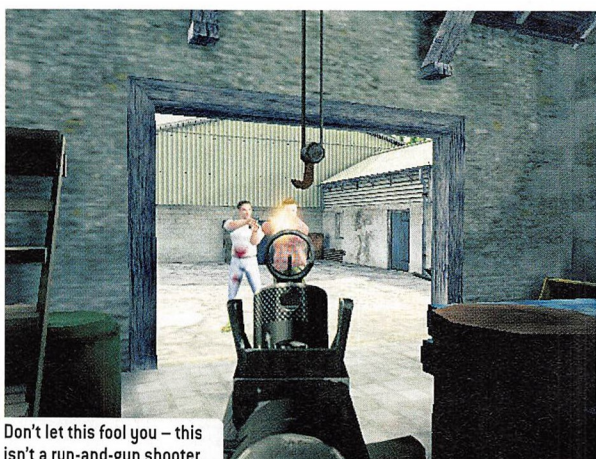
A drunken argument among MPs gets out of hand.



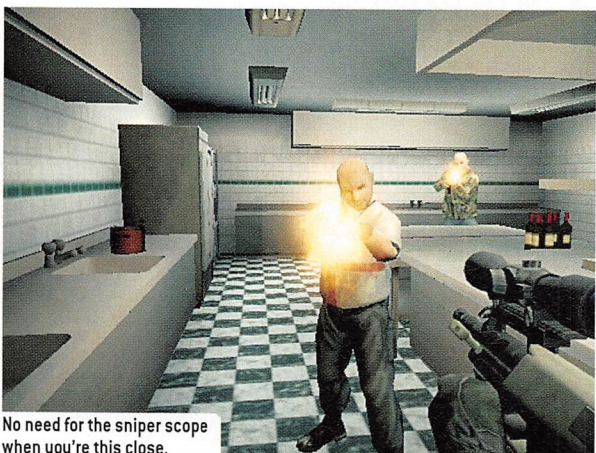
Enemies erect barricades to create instant cover.



It's all gumboots and tweed jackets down on the farm.



Don't let this fool you – this isn't a run-and-gun shooter.



No need for the sniper scope when you're this close.

PUBLISHER: KONAMI DEVELOPER: KUJU OUT: OCTOBER PLAYERS: 1-8 ONLINE: YES

THE REGIMENT

The Brits get top billing in this SAS squad-shooter.

Much like stablemate *Rainbow Six: Lockdown*, *The Regiment* pitches itself somewhere between arcade shooter and tactical squad-sim. You can make things harder for yourself by playing it as a conventional first-person shooter, or you can put into practice the 17 SAS training missions for a more tactical game.

Following a tutorial that's held in the SAS's real-life 'Killing House' you'll be sent on missions set in the Houses of Parliament and Trafalgar Square tube station. There's also a re-enactment of the 1980 Iranian Embassy siege – the one event, above all others, that cemented the SAS's ruthless-yet-effective global image. You'll play through each mission three times from different perspectives, with the route and overall objectives to each level changing accordingly.

The development team is keen to get across the unpredictable nature of SAS operations, regardless of the meticulous planning that's afforded to them. Expect terrorists to take hostages at random, try to disguise themselves as civilians and even feign death to avoid being shot/captured. Hostages can be just as dangerous too, especially if they panic, so you'll need to learn how to subdue them with handcuffs.

We're looking forward to shooting up old Blighty with our SAS mates. Prepare to lock 'n' load with *The Regiment* this November.



NEED TO KNOW

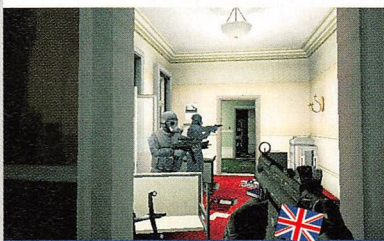
■ The SAS was founded in 1941 with the motto, 'Who Dares Wins'.

■ The SAS selection process involves a 40-mile trek lugging a 55lb backpack.

■ The developer worked with vets of the 1980 Iranian Embassy Siege.

RULE BRITANNIA

There's something quintessentially British about these SAS missions.



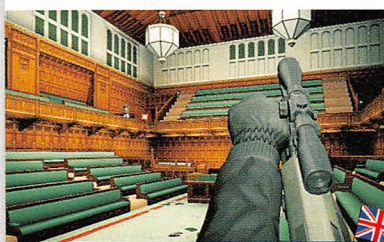
IRANIAN EMBASSY

Relive the 1980 siege where all hostages were rescued, five out of six terrorists were killed and not a single SAS man was lost.



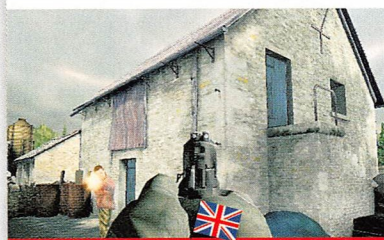
LONDON UNDERGROUND

Terrorists overrun Trafalgar Square tube and kill a policeman. Make your way through carriages as enemies pose as commuters.



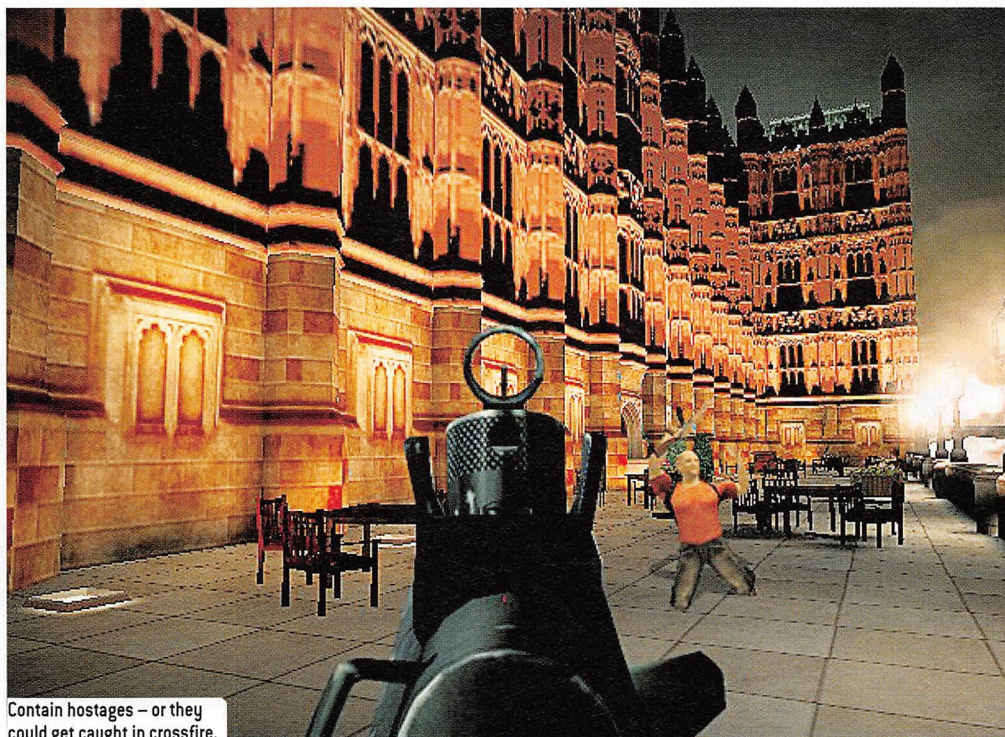
HOUSES OF PARLIAMENT

Negotiations to leave the Tories behind in exchange for everyone else have failed. Get in and rescue the MPs being held hostage.



FARMHOUSE

You can't get anything more British than this farm in Yorkshire, which is about to see more action than an episode of *Emmerdale*.



Contain hostages – or they could get caught in crossfire.



The four-man team will be familiar to *Rainbow Six* fans.

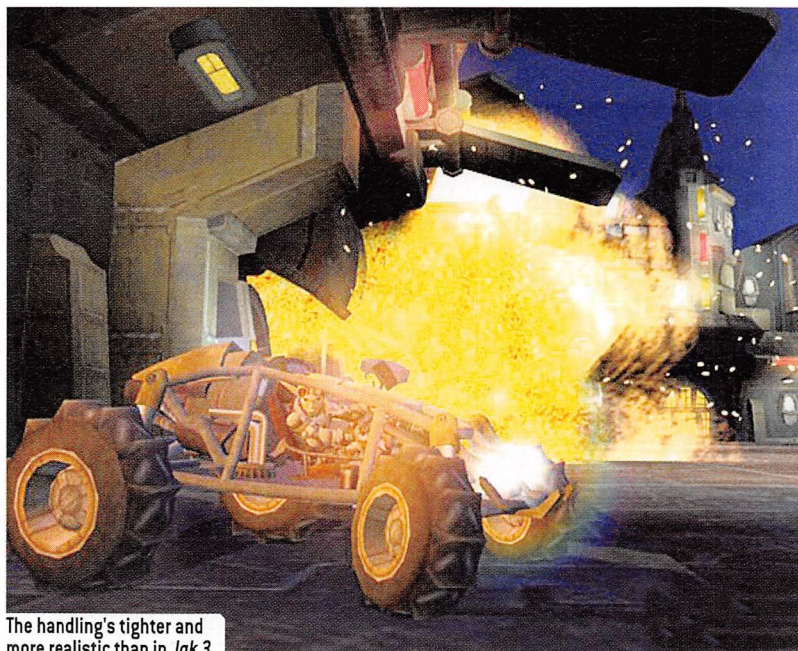


Sometimes they'll even use blind fire to suppress you.



Double-tap enemies to make sure they're really dead.

SCREENTEST



The handling's tighter and more realistic than in *Jak 3*.

PUBLISHER: SONY DEVELOPER: NAUGHTY DOG OUT: OCTOBER PLAYERS: 1-6 ONLINE: YES

JAK X: COMBAT RACING

Jak spin-off hopes to emulate Mario's karting success.

What do Crash Bandicoot, Bomberman, Mario and those badly-drawn little shits from *South Park* have in common? Well, apart from starring in their fair share of stinkers, they've all had their own racing game spin-offs.

This switch from platformer to kart racer shouldn't come as much of a shock considering how much of *Jak 3* was spent bombing around a desert in a buggy. But unlike *Jak 3* there's no complicated plot to speak of here; you just compete in over 100 races, time trials and arena-based deathmatches against familiar characters including Ashelin, Keira, Samos and Torn.

The 12 vehicles on offer can be customised with new body parts, colours and paint patterns, right down to hanging furry dice from the rear-view mirror. New

accessories are found by exploring the wide-open tracks. Items are few and far between, so it's likely that you'll end up with a highly unique vehicle that you can then show off and race online.

As you might expect, weapons and power-ups dominate races. The power-ups are all colour-coded too, so you'll know whether you're aiming for a green repair bonus, a blue turbo boost, a yellow forward-firing weapon, or a red rear-firing weapon. Weapons include machineguns, grenades, smoke screens and homing missiles.

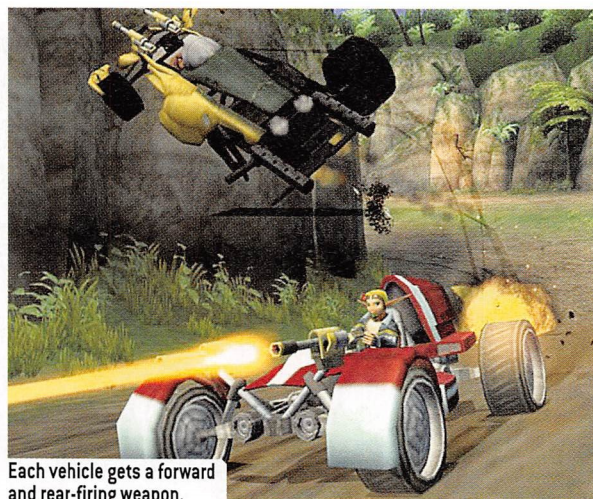
Full marks go to developer Naughty Dog for making *Jak X* feel like an extension of the existing series rather than a hastily cobbled together spin-off. Christ knows we could do with a decent kart racing game on PS2 and this could well be it.



Customise your engine, chassis, brakes and steering.



Daxter takes centre stage in the amusing cut-scenes.



Each vehicle gets a forward and rear-firing weapon.



You'll be able to see the damage you've inflicted



NEED TO KNOW

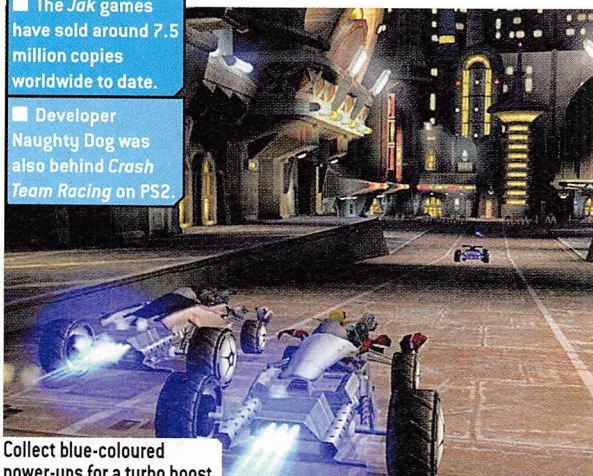
■ Link *Jak X* with the upcoming *Jak* PSP game to unlock fresh new content.

■ The *Jak* games have sold around 7.5 million copies worldwide to date.

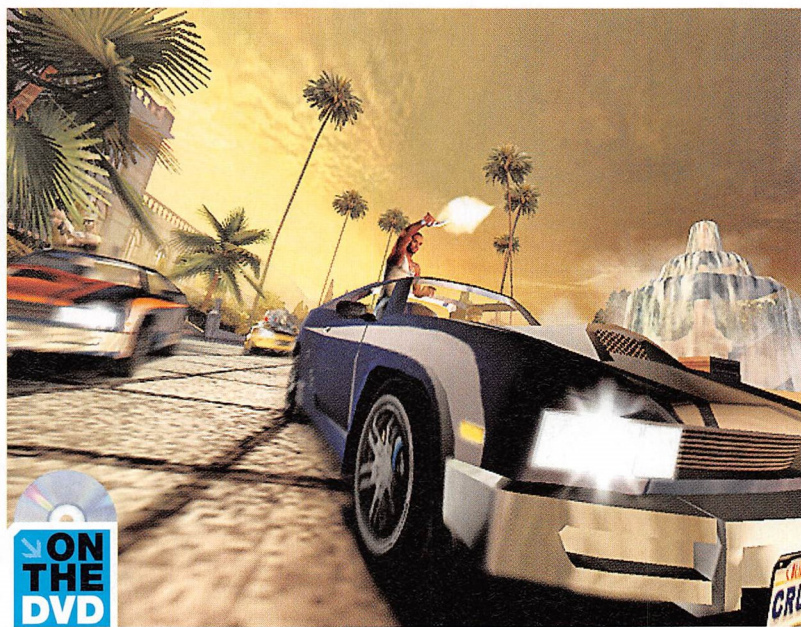
■ Developer Naughty Dog was also behind *Crash Team Racing* on PS2.



There are ten tracks, each with a mirrored version.



Collect blue-coloured power-ups for a turbo boost.



PUBLISHER: UBISOFT DEVELOPER: UBISOFT OUT: SEPTEMBER PLAYERS: 1-2 ONLINE: YES

187 RIDE OR DIE

It's Californian police code for homicide, before you ask.

Cars and guns. Like a banana and peanut butter sandwich, it's a combination that shouldn't really work, but somehow it does. Sure, *Burnout 3* might have the edge when it comes to causing scenes of absolute devastation, but in *187 Ride or Die* you get to take down rival racers by shooting them repeatedly until they explode into small pieces. Realism isn't high on the agenda, but the fun factor more than makes up for it.

Although the car/shooting angle isn't all that new, it's rarely been done with such style and aplomb before. *Burnout*-style replays and slow-mo shots highlight the moment of destruction where driver separates from car in glorious detail. Aiming is as simple as directing a green laser near enough to an enemy until it automatically snaps to the car and turns red. Clever gamers who are able to drive and shoot at the same time can steer using the left analogue stick and aim using the right analogue stick. You can even turn around and shoot cars behind you.

Obviously, this would all get rather boring if it's all you did for each of the 56 levels, so each one has an extra challenge to overcome, for example the last-placed car after each lap being eliminated. The story about two gangsters fighting for control of the Los Angeles underworld is a little less convincing, but who really cares when *187 Ride or Die* offers automotive destruction on such a massive scale in a consequence-free environment?



NEED TO KNOW

■ Writer-director
Matty Rich directed
1991 film *Straight
Out of Brooklyn*.

■ Hip-hop star
Guerilla Black has
recorded 15 songs
exclusively for *187*.

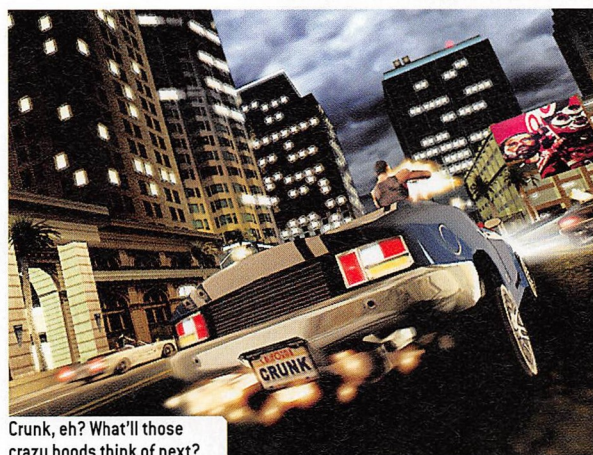
■ Noel Gugliemi,
who voices baddie
Cortez, had a minor
role in *Training Day*.



But can you dis their momma while you shoot them down?



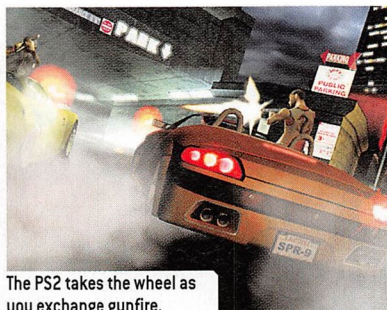
This is how most Sunday drives end up in L.A. Honest.



Crunk, eh? What'll those crazy hoods think of next?



Shunt enemies into larger vehicles *Burnout*-style.



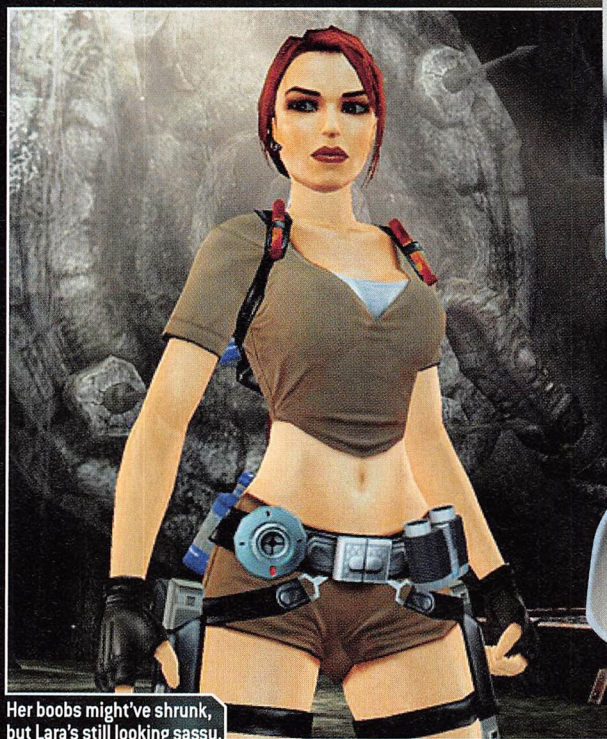
The PS2 takes the wheel as you exchange gunfire.



This isn't about 'keeping it real'. This is about lunacy.

PREVIEWS

The complete lowdown on the games we're playing right now.



Her boobs might've shrunk, but Lara's still looking sassy.



LARA CROFT TOMB RAIDER: LEGEND

Lara gets an all-new look for her all-new adventure.

GAME DETAILS

PUBLISHER:	EIDOS
DEVELOPER:	CRYSTAL DYNAMICS
OUT:	NOVEMBER
PLAYERS:	1
ONLINE:	NO

We feel a little bit sorry for Lara Croft here at PSW. One minute she's the toast of the town, loved by all, gracing magazine covers, being the face of Lucozade and with the whole world in her hands. The next she's an object of public ridicule that nobody wants to know.

Truth is, Lara's actually been on the slide ever since she burst onto PSone way back in 1996. The original *Tomb Raider* game was a slice of unashamed brilliance, but things have been on the wane since, with the last game, *Angel of Darkness*, being the undoubted low point thus far. How do they go about fixing the broken franchise?

BACK TO BASICS

The first step is to take the game back to its roots. The second is to reinvent it. That might seem like a complete contradiction, but there's a lot of sense involved. Throw out all the clutter getting in the way of the originally tight gameplay, then dust it down with all the things modern gamers expect. And who better to reinvent and rediscover the original Lara than Toby Gard – the man who designed her in the first place? As head designer of the project, he's made a great start by ensuring that this really is a new game, with not one single piece of *Angel of Darkness* to be found anywhere.

The new look for Lara is quite a departure, with a move away from the comic-book appearance of previous games towards a more realistic Lara, both in terms of her body shape and her face. The oversized eyes and lips have gone, as have the somewhat unlikely chest and miniature waist, →

LARA CROFT TOMB RAIDER: LEGEND **FACT!**

THE BEGINNINGS

Oddly, Lara was originally designed as a fierce Amazonian warrior called Lara Cruz.

SWEET SMELL OF SUCCESS

When *Tomb Raider II* went on sale in November 1997, it became the fastest-selling game ever.

FACE FACTS

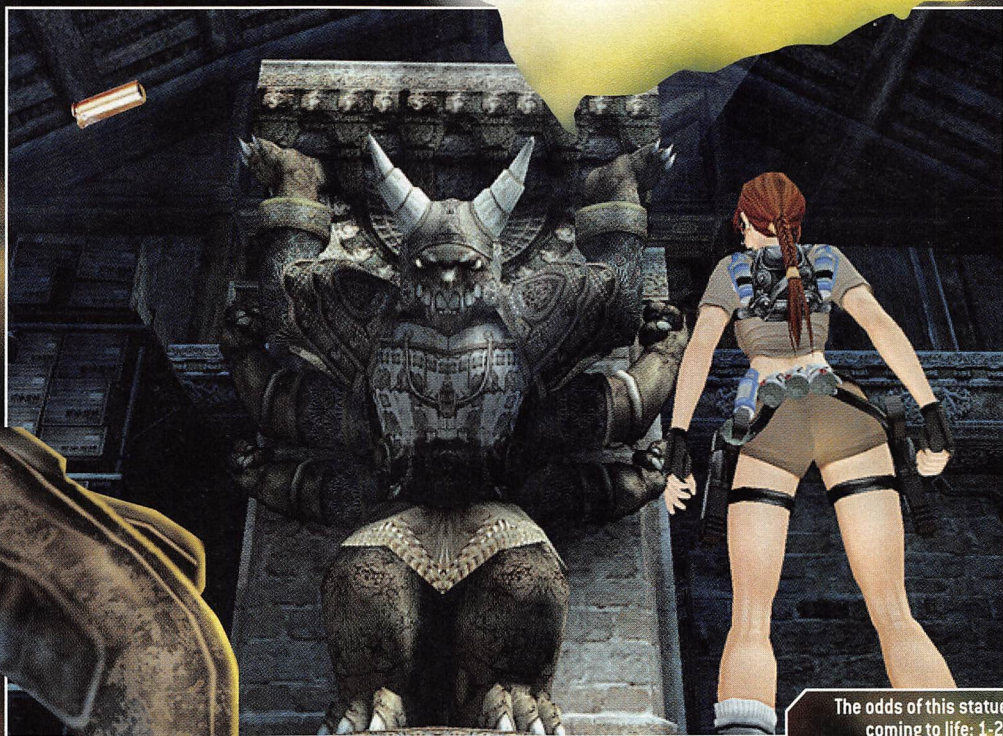
Lara Croft was the first non-human to appear on the cover of legendary magazine *The Face*.

SEQUELITUS

There are more than 15 *Tomb Raider* adventures across all formats including Sky Interactive.



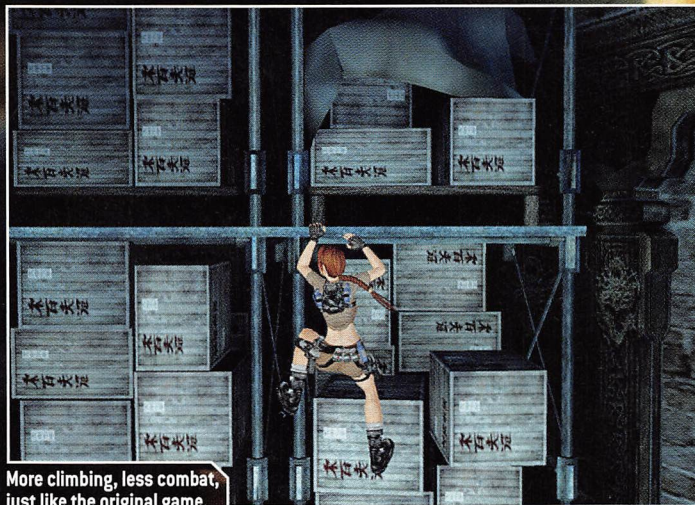
Here's a camera angle we expect to see a lot of.



The odds of this statue coming to life: 1-2.



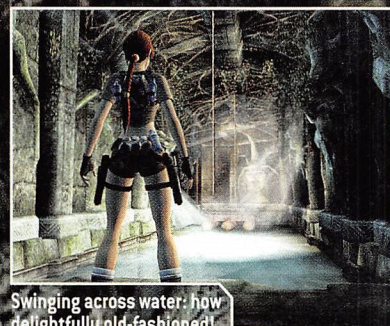
Lara has all the old moves and a few new ones too.



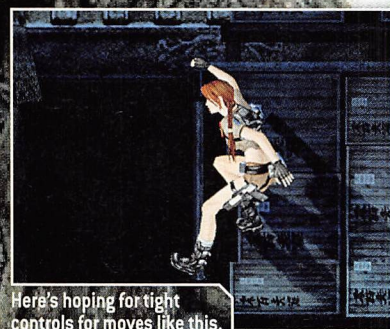
More climbing, less combat, just like the original game.



A classic heart-in-mouth, balls-in-stomach moment.



Swinging across water: how delightfully old-fashioned!



Here's hoping for tight controls for moves like this.

replaced by a more realistic look. She's still cute, just not anatomically improbable. Still, it's a bit strange to see someone we're so familiar with get a new face.

Level design harks back to Lara's earliest adventures in look and feel. Aztec ruins and snow – the first things you saw in the very first *Tomb Raider* game – are everywhere. It's a clear nod to the fans that *Legend* will be made with one eye to the past. Maybe one eye and a leg. There's also a notable absence of baddies around the levels, again pointing back to the early games where the enemy was the environment rather than a bunch of guys with guns.

LEAP OF FAITH

We expect this to be a faster and more fluid version of the first game rather than the complex, broken mechanics of *Angel of Darkness*. While Lara has always had a sizeable bag of acrobatic tricks to help her successfully raid tombs with, the smooth and simple acrobatic grace of early Lara needs reinstating. Hopefully, this will be the game to do just that.

Lara might have faded from our hearts, but there's still room for her to slip back into our favours if the team at Crystal Dynamics can offer us a classic Lara adventure rather than a bloated, overly

ambitious mess. With Toby Gard himself overseeing the design, they have every chance in the world of capturing that essential essence of Croft we've been missing for so long. Best of luck, Lara.

/ MARK SORRELL

PSW

OPINION

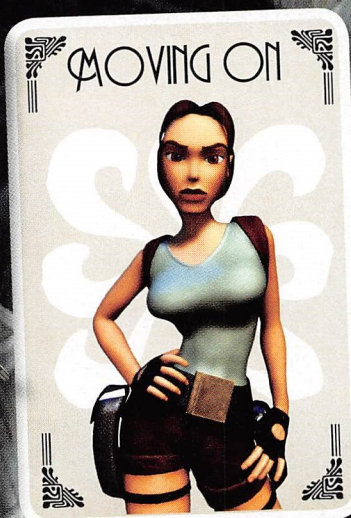
The last was a huge kick in the nuts to loyal Lara fans. Early indications are that *Legends* should win them back by focussing on what made the series great in the first place.

GROWING PAINS

PSW takes a look back at the evolution of an icon.



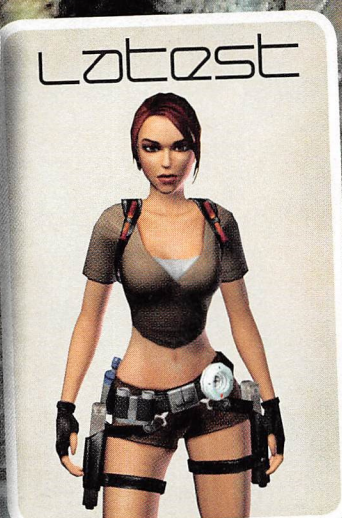
Back in the days of the PSone, graphics were made of bits of twig and string. As you can see.



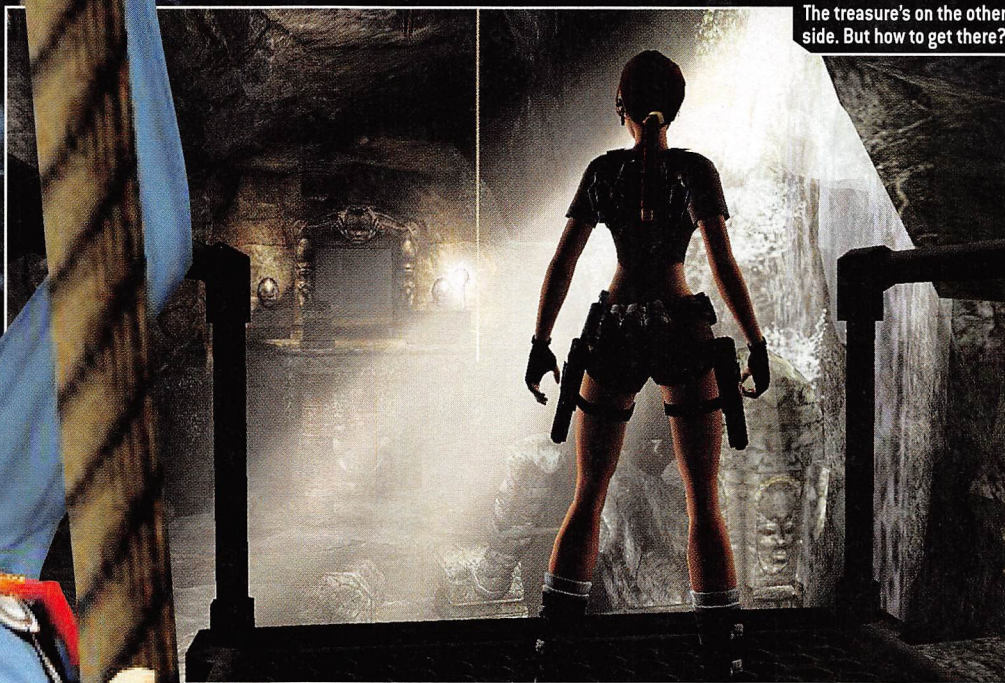
Just before the leap to PS2, Lara appeared on the Sega Dreamcast. She's got textures now. Amazing.



Lara's debut on PS2 may have been a terrible game, but the lady herself was looking swish.



Having started off as a caricature, Lara now looks far more human and realistic. But still very cute.



The treasure's on the other side. But how to get there?



Lara even manages to look okay in a dour ribbed jumper.



Run, jump, grab, swing, release and land... simple!



Visit the Pogue Mahones to upgrade your weapons.



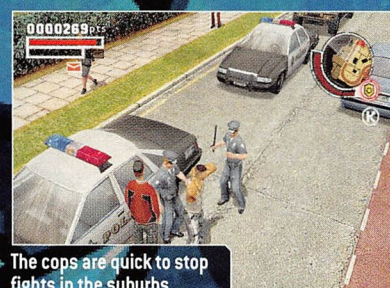
A baseball bat against fists. It's no contest really.



Things get a bit lairy at chucking-out time.



High-scoring combos hasten your rise through the ranks.



The cops are quick to stop fights in the suburbs.

CRIME LIFE: GANG WARS

The stars come out to play for Konami's take on gang warfare.

GAME DETAILS

PUBLISHER: KONAMI
DEVELOPER: HOTHOUSE CREATIONS
OUT: SEPTEMBER
PLAYERS: 1
ONLINE: NO

Assault, armed robbery, tagging, vandalism, shoplifting and murder: just some of the felonies you'll end up committing in *Crime Life* as you rise through the ranks of the Outlawz gang and take on their equally-rubbish-at-spelling rivals, the Headhunterz.

The hand-to-hand combat goes easy on guns and blades, focusing instead on special moves and combos that mix light and heavy attacks with throws. One-on-one bouts are common too, and you'll even be able to gamble on the outcome to earn more money. Up to five gang members will follow you as you gain more respect, with a pop-up window appearing during fights to show them either in need of help or performing a special move on your behalf.

Although there are 25 missions in which to prove yourself a worthy gang member, the free-roaming nature of the game means trouble is never far away. In addition

to the Headhunterz, there are the KYC who control any trade around the docks area and the Pogue Mahones who are involved in arms deals. If the idea of endless posturing and street slang sounds a bit tired, then it's reassuring to hear that *Crime Life* doesn't intend to take itself too seriously. That said, an Eminem-less D12 are adding their steet cred by providing both their voices and likenesses for the Headhunterz crew.

/ JONATHAN TODD

PSW

OPINION

The use of fists and feet offers a fresh take on the street gang genre. Especially since *25 To Life* and *Fear & Respect* are sticking primarily with guns.



CRIME LIFE: GANG WARS FACT!

MY BAND

D12 perform the main theme tune, 'Throw It Up', and also star in-game as the Headhunterz.

CUTTING EDGE

The soundtrack also features rising hip-hop stars Gynor P, Doom Man, Seyi, Sweetie Ire and Dek the Raw.

TAKE TO THE STREET

Grand Central City zones include the 'hood, downtown city centre, subway and state penitentiary.

DON'T PAW ME JULIE!

One mission involves 'paying a visit' to a rival gang member for touching up a female relative.

28 WICKED GAMING POSTERS!

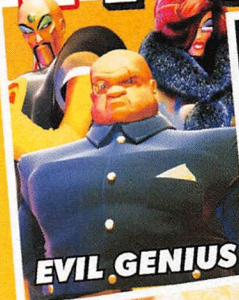
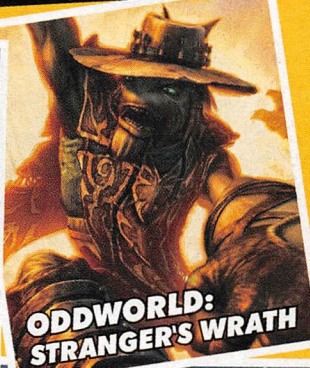
HYPER

GAMING POSTERS

**PLAYBOY
THE MANSION**



**ODDWORLD:
STRANGER'S WRATH**



EVIL GENIUS



**DEVIL MAY
CRY 3**

**WORLD OF
WARCRAFT**



INCLUDES

4 MEGA POSTERS



MERCENARIES

MIDNIGHT CLUB 3



**GTA:
SAN ANDREAS**



**METAL GEAR
SOLID 3**



**RESIDENT
EVIL 4**



**CONFLICT
GLOBAL TERROR**



THE URBZ

ISSUE 4
\$6.95 NZ \$7.95 (INC. GST)



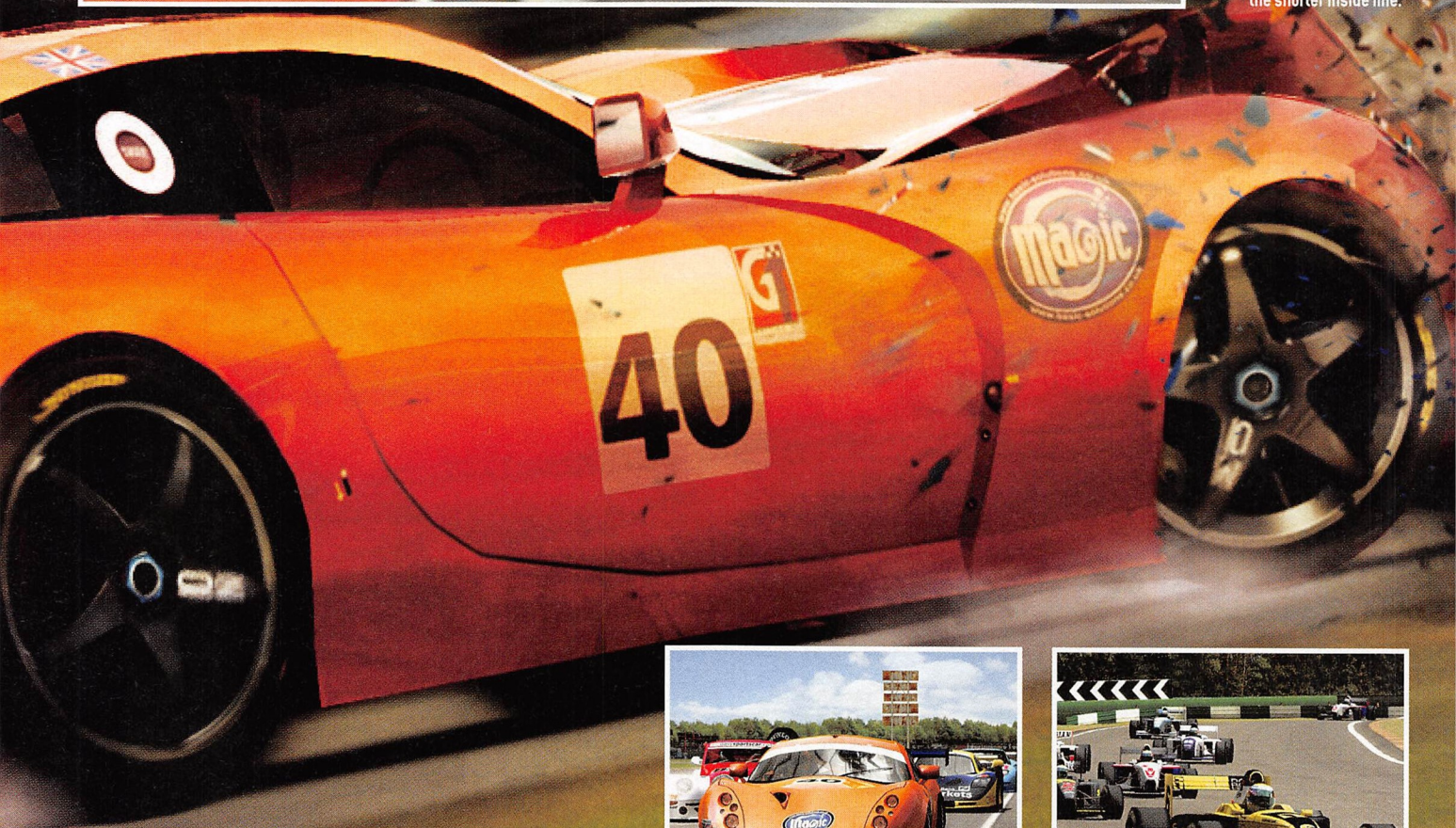
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>> Ghosthunter >> Splinter Cell: Chaos Theory >> Ace Combat 5 >> Constantine >> Act of War >>
>> Brothers in Arms Road to Hill 30 >> Everquest 2 >> Gran Turismo 4 >> Rainbow Six Lockdown >>

ON SALE NOW!



Always try and overtake on the shorter inside line.



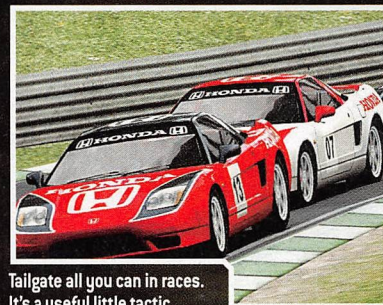
The Tuscan Speed 6 looks better than the one in G74.



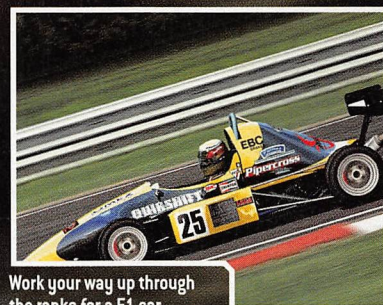
Graphically, things have moved up a gear or two.



The Open Wheel class is fast, furious and damn hard work.



Tailgate all you can in races. It's a useful little tactic.



Work your way up through the ranks for a F1 car.



Those four aerosol cans never run out.

GAME DETAILS

PUBLISHER: CODEMASTERS
DEVELOPER: CODEMASTERS
OUT: MARCH 2006
PLAYERS: 1-8
ONLINE: YES

V8 SUPERCARS 3

The racing game that covers the job lot is back. And even bigger than before.

As has been noted many times before, there are an awful lot of racing games out there. If you think there are a lot of dishes piling up in your sink, or that you pay a lot of tax, that's nothing compared to the number of PS2 racing games. For one to stand out from the crowd it needs to do something significantly different, or bigger and better, than every other game

of its type. *V8 Supercars 3*, with seven different forms of motorsport shoehorned into one massive game, does just that.

We've taken an exclusive first look at an early version of the *V8* tri-quel and from what we've seen and played it looks like a genuine step up for the series in every way. In terms of raw numbers, there will be 45 tracks, 100 circuits and over 80 cars in the

finished game – a lot by any standards. There are two handling models available; the Sim and Pro Sim modes. Both do exactly what they are supposed to do, only more accurately and with greater flair than before, which also makes them more fun to play. We've always enjoyed the *V8* games handling but we're genuinely impressed with what they've done here; cars have →



TOCA RACE DRIVER 3 **FACT!**

AGES OF RACING

The *V8* series is eight years old, so it's safe to say the people behind it know what they're doing.

HOLY GRAIL OF RACING

Unlike a certain Japanese racer, all cars can be totally smashed up. Bring it on.

GREED FOR SPEED

Get to the top of the tree, and you'll be able to join the BMW Williams F1 team.

THE MORE THE MERRIER

There are 35 vehicle types to master. That's one for every day of the month. And more besides.



The damage model allows for some cool collision effects.

an even better sense of weight and power than in the previous game. The Pro Sim mode is now far closer to the behaviour of real performance cars too, with 90% of their performance coming easily and the real test not coming until you push that last 10% of the way. It's a hugely attractive ride for powersliding lunatics and serious apex hunters alike.

THE CHOICE IS YOURS

While we could go on about the joy of the actual driving for months, it's not the only area to receive a bellyful of lead from Codemasters' improvement gun. The structure of the game has been given an overhaul and the results seem sure to please pretty much everybody. For the Sunday drivers, there's a World Tour mode that lets you drive all the cars in the game, providing three completely different choices at each stage. So one minute you'll be driving an open-wheeled race car, the next a rally car and then a monster truck. Now you'll also be able to move backwards through this portion of the game, so if you want to try more than one option at a particular level you can. It should provide an excellent sampler for those who don't know exactly what they want.

For those who do know what they want, there's a new approach to the Career mode, with a seven-spoke wheel allowing you to pick your favourite type of racing and follow its path without having to mess about in vehicles you don't like. So if you want to blast round in touring cars and hate truck racing, you're sorted. This isn't a game you finish all of (although you can if you like), rather it's a game that lets you play the bits you want to play and skip the rest.

So the handling's delicious and the structure's been refined, what else have we got to look forward to? Well, there are the new cars, all licensed from real racing cars

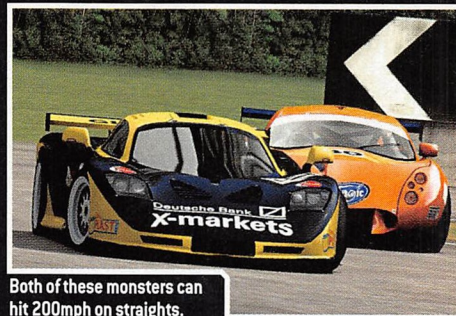


The humble Honda Accord. Only not so humble here.

made by real racing teams. Perhaps 'cars' is the wrong word – 'vehicles' might be more accurate. See, you'll be driving more than just cars here. Much like the last game, the aim is to pack all forms of four-wheeled motorsports into the one game, so you can expect to find yourself behind all sorts of vehicles. For the more agriculturally-minded there are monster trucks and lawnmowers to master. Speed-freaks, meanwhile, are well catered for with a huge range of tuned-to-scream performance cars. Even granddad will probably end up dribbling over his leather driving gloves when he sees the huge selection of vintage classics to roll around in.



Even though it looks bad, braking makes things worse.



Both of these monsters can hit 200mph on straights.



Can you survive with tyres like tissue paper? Good luck.

WHEEL OF FORTUNE

Seven forms of motorsport in one massive game!

GT: The glamorous exotics, this branch will give you the chance to race the good stuff – TVRs, Ferraris, Lamborghinis and Porsches, among others.

TOURING CARS: Just like what you watch on the telly, this is the most physically violent racing class with a degree of bumper-to-bumper and flank-to-flank action guaranteed.

OFF-ROAD: The big, mad, bumpy ride for those who like their racing quite literally dirty. You'll be driving all kinds of mental vehicles including the ridiculous Monster Trucks.

RALLY: No surprises here, you'll be hitting the dirt in a selection of ever more insane four-wheel drive monstrosities. Expect to see plenty of top end motors for the real powerslide junkies.

HISTORIC: A vast selection of classic racing steeds including a 1930's Mercedes racing car that boasts a top speed of 186mph but no seat belt. Dangerous isn't the word...

OVAL: Something for the Americans. Driving round in big circles for ever. We should be all partisan and fair but this really is going to be a bit boring.

OPEN WHEEL: If you want to get into F1 cars you start here driving Go-Karts. You'll have to be very careful because those exposed wheels make physical contact a very bad idea.



You can't have a Rally class without Subaru Imprezas.



Looks a bit like the ZZ Top Chrysler-mobile to us.



For once there isn't a Ferrari miles out in front.

ON THE STARTING GRID

With 21 other cars on the track, there's no doubt this is a 'racing' game rather than a 'driving' game with a real focus on your ability to overtake and defend your position on the track. Other games merely ask that you do laps at top speed. With full damage, incredible physics for both driving and crashing, and intelligent rival racers who will try to understand your intentions rather than just analyse your position on the track, you can be sure that this'll give you a proper race all the way to the line.

Online play is well catered for, with a new ranking system designed to help you find players of similar skill and avoid the many

millions of online twats out there. You'll be able to find out how opponents play the game, how many times players have received black flags, quit from games in progress and other indications of their suitability and ability. Rankings will be arranged in much the same way as the Career mode, with the seven-spoked wheel giving you an individual rank for each racing discipline. So if you're the baddest Touring Car racer in the whole damn world, but rubbish at Open Wheel racing, you'll still get a big ranking to prove your skills.

V8 Supercars 3 is quite a leap forward from the last game and considering how good that was, it's excellent news for all racing fans. We fully expect it to set new standards for PS2 motorsport gaming.

/ MARK SORRELL

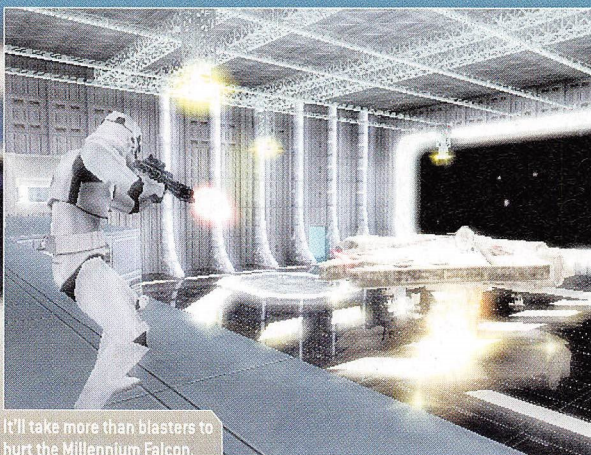
PSW

OPINION

This has got us really quite excited. The level of detail is incredible and the sheer joy of racing is there for all to see. Look forward to this one in the same way that you look forward to Christmas.



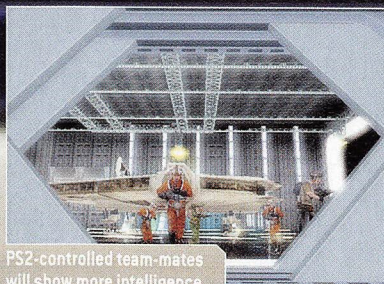
"In the name of the Emperor!
Die you Rebel scum!"



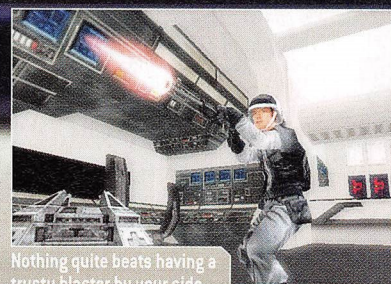
It'll take more than blasters to
hurt the Millennium Falcon.



Re-enact the first scene from
A New Hope in all its glory.



PS2-controlled team-mates
will show more intelligence.



Nothing quite beats having a
trusty blaster by your side.

STAR WARS BATTLEFRONT 2

The movies may be over, but the games keep coming... and this could be the best yet!

GAME DETAILS

PUBLISHER: LUCASARTS
DEVELOPER: PANDEMIC
OUT: NOVEMBER
PLAYERS: 1-16
ONLINE: YES

For a game that featured hardly any famous *Star Wars* characters, no *Star Wars* dialogue, almost no Jedi and no scenes from the films, *Star Wars Battlefront* still felt amazingly and definitively *Star Wars*. Not only did it place you in control of a small army of Rebel or Imperial troops, it did so in wide-open, graphically lush *Star Wars* locations, like Endor and Tatooine.

The sequel is all set to expand on almost every aspect of the (inter)stellar first game. Instead of being a rather abstract *Risk*-type game outside of the actual battles, *Battlefront 2* is set to feature an immersive story in the Single-player mode, alongside the all-important choice of whether you're going to fight on the Light or Dark side of the Force. And, of course, there will be plenty of massive battles too.

You may even be able to play as a Jedi this time, although their awesome killing power will be more finely balanced now, with enemies more able to take them out of play instead of watching helplessly as you bat away their feeble laser bolts before scything them in two.

Best of all, you won't be limited to staying close to a planet's surface when flying spaceships. This means you could potentially do the following: sneak up on an TIE Fighter pilot, steal his ship, fly into space, dock with an orbiting Star Destroyer and kill everyone on board. That's almost as awesome as commuting to work in an X-Wing. Imagine how much fun the Battle of Naboo would be if you could jet around in the stratosphere picking off enemies, before descending to the surface to destroy

whoever's left with your Lightsaber.

Those who felt a bit limited by *Battlefront*'s online side will be glad to hear that there'll now be support for clans and that online stat-tracking will be persistent, so your victories won't just disappear into a black hole. And now that several million more households have broadband, we expect there'll be loads more clueless newbies out there to decimate online.

/ JOFF BROWN

PSW

OPINION

We see no reason why this shouldn't be the best online fighting game ever. Memo to developer Pandemic: we want everything faster, bigger, better and more of it. Is that too much to ask?

STAR WARS BATTLEFRONT 2 FACT!

GETTING WARMER

One of the new levels will be the fiery world of Mustafar, where Anakin fights Obi-Wan.

TEAR THIS SHIP APART

You'll be able to recreate the Vader-enters-the-ship battle from the start of *Episode VI: A New Hope*.

PROFESSIONAL SOLDIERS

The intelligence of PS2-controlled team-mates has been greatly improved for the sequel.

SHORT FOR A STORMTROOPER

The Death Star's Princess Leia rescue mission will be one of the highlights of the sequel.

super troopers

Three classes of Clone Trooper from *Battlefront 2* explain themselves.

TROOPER

"G'day! I'm an average, regular trooper, perfect for close-range combat. Expect to get through quite a lot of me and my kind 'cos we die a lot. Life sucks, eh?"



HEAVY TROOPER

"G'day! I spend my days toting starship-killing weaponry, which means I'm slower than other forces, but much more deadly. Who's your daddy?"



SPACE PILOT

"G'day! I'm an extra special trooper with bonza skills at flying ships around. Other clones hate me because I get all the ladies and a cool spacesuit."

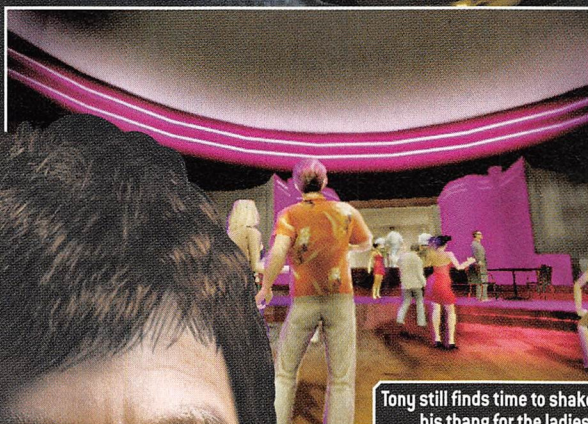


A half-finished Death Star? Must be *Return of the Jedi*.

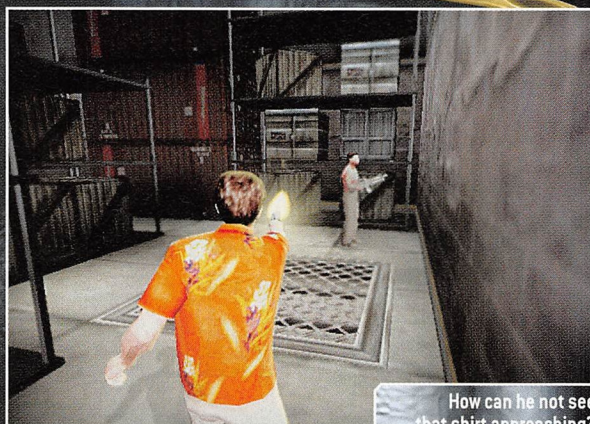


The Scout Trooper regretted having a second beanburger.





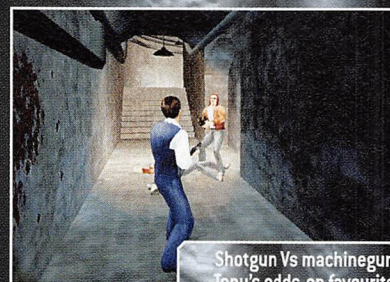
Tony still finds time to shake his thang for the ladies.



How can he not see that shirt approaching?



Bribe officials of the law to get your own way.



Shotgun Vs machinegun. Tony's odds-on favourite.

SCARFACE: THE WORLD IS YOURS

Tony Montana gets a second chance to live the twisted American Dream.

GAME DETAILS

PUBLISHER: VIVENDI
DEVELOPER: RADICAL GAMES
OUT: OCTOBER
PLAYERS: 1
ONLINE: NO

Last time we checked, Tony Montana was lying face down in a pool of blood after being shot by an agent of rival drug lord, Sosa. Rewind a few minutes and you're at the beginning of this 'what if...' game, as Tony manages to kill his assassins, escape the mansion and set about rebuilding his empire. It could only happen in games...

To become kingpin again you'll need to

make deals, smuggle drugs and launder your dirty money, all while avoiding the close attentions of your rivals and DEA. Completing missions will allow you to buy new property, opening up different areas in Miami, the Florida Keys and the Bahamas.

Gameplay is similar to *GTA: Vice City's* mix of on-foot shooting and driving. Since it could be argued that *Vice City* ripped off the *Scarface* movie in the first place, this could yet turn out to be poetic justice. Trucks, boats and planes are among the vehicles at your disposal, and sometimes you'll need to man weapons whilst another drives.

Al Pacino tops the heavyweight cast lending their voices and likenesses to the game. Steven Bauer, who played Manny Ray, is the only other original cast member. James Woods, Michael York and Cheech Marin are among the Hollywood stars enlisted to give the game extra star appeal.

Hot lead death comes via a novel shooting system whereby you move a pip within the target for pinpoint accuracy once you get a lock-on. You'll also be able to deal more damage by filling a rage meter as Tony gets increasingly pissed off. A nice touch, we're sure you'll agree.

/ JONATHAN TODD



"Say hello to my little friend." His big brother, more like!



If you want a quiet life then put your guns away in public.

PSW

OPINION

Like *The Godfather* game, this could turn out to be a worthy successor to the *Grand Theft Auto* series or a brown stain on a classic film. At this point, we're still not sure which way it's gonna go.

SCARFACE THE GAME FACT!

HOUSE RULES

You can carry four weapons at once, each of which can be upgraded via the mini-games.

GUNS DOWN

If you try to shoot innocents in the game, Tony will protest and then automatically lower his weapons.

FILM BUFF

David McKenna, who wrote the story, also did the screenplay for the remake of *Get Carter*. Oops.

GETTING SHIRTY

To help recreate the 80's setting the game will reference the news, politics and fashions of the day.

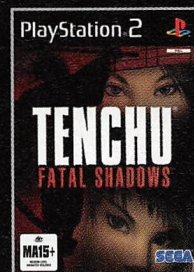


Two warriors, united by destiny. One fights for honour, one for vengeance, and both must use stealth, cunning and their deadly Ninja fighting skills to reach their goal, in this new chapter of the Tenchu epic.

- New multi-kill stealth moves allow you to dispatch two enemies at once
- Two playable characters – returning heroine Ayame and newcomer Rin – each with unique fighting styles
- Cutting-edge graphics – the Tenchu world has never looked so good
- Drag bodies, breathe under water and use your arsenal of Ninja weapons to ensure you are never seen

Death never looked so good.

Coming May 27



PlayStation 2

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SEGA

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Cling to the side when a low beam approaches.



You'll need to hold on when that train rumbles past.



Look away now if you suffer from a fear of heights.



Getting down is actually a lot harder than getting up.



Impress the homeless with your fighting skills.

MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE

Bring a government to its knees by... writing graffiti? Johnny must be shitting it.

GAME DETAILS

PUBLISHER: ATARI
DEVELOPER: THE COLLECTIVE
OUT: SEPTEMBER
PLAYERS: 1
ONLINE: NO

'Tracy 4 Jason 4eva'. 'Sharon is a big slag'. 'Dazza sux cox'. If chavvy scrawls on bus shelters is your only experience of graffiti, you're about to be educated. While the moral majority usually see an aerosol-covered wall as an act of vandalism, those responsible often see themselves as artists and visionaries, spreading a valuable message about freedom of expression to the downtrodden masses.

That's certainly the case in *Getting Up*, where the corrupt mayor of the city of New Radius has banned graffiti and suppressed any form of political expression. Rival graffiti crews battle for the best tag spots,

while the city's Civil Conduct Keepers (CCK) police the streets and tend to shoot on sight. As Trane, the new kid on the block, you've got to earn respect through tagging and work your way up to become the leader of a new urban revolution.

Of course the very idea that graffiti can change the world and overthrow tyrannical governments is about as far-fetched as a fashion designer turning his hand to video games. Wait a minute... Marc Ecko himself has spent seven years developing the story and script here, which suggests either an obsessive attention to detail and authenticity or severe writer's block.

BACK IN THE DAY

Fortunately it's the former. *Getting Up* features over 1000 pieces of art from around 70 cherry-picked graffiti artists. Six of these appear in the game as 'legend' characters who teach Trane their specialities, which in turn unlocks new materials such as rollers, markers, wheat paste, stickers and stencils. These may take more time to use than spray paint, but they carry greater respect rewards.

Respect is also due to those who take the biggest risks in pursuit of a tag. Much of the game is spent free-running, the extreme sport that treats the urban



MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE **FACT!**

FREE-ROAMING

The game's 20 levels are spread across 11 cityscapes, where you'll find mini-games and challenges.

SIX OF THE BEST

Unlocked tags, abilities and work by the six graffiti legends are stored in a dedicated Black Book.

PREVIOUS EXPERIENCE

Ecko's company created an arena and some secret characters for *Knockout Kings 2000*.

ECKO & THE MONEYMEN

In July 2003, Ecko teamed up with 50 Cent to create the G-Unit Clothing Company.



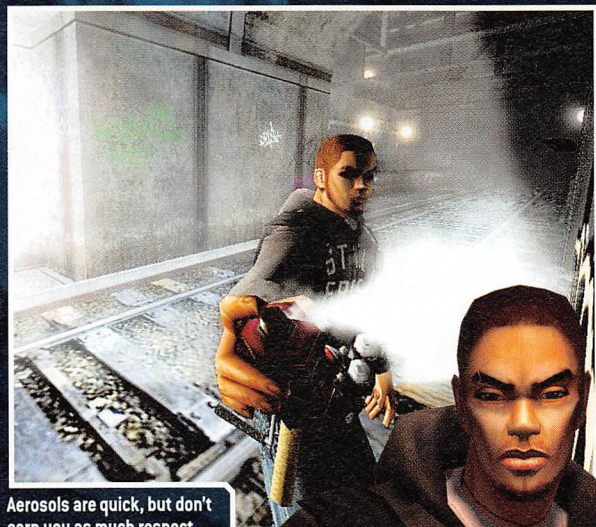
Slow motion shows off critical hits and takedowns.



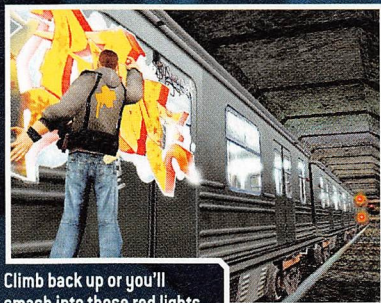
Tagging CCK propaganda brings extra notoriety.



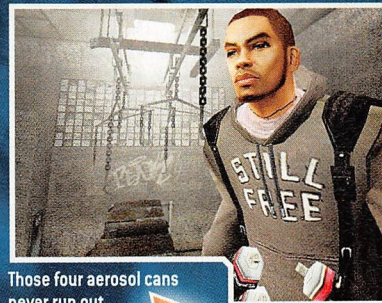
Use graffiti intuition to see the tag 'heaven spots'.



Aerosols are quick, but don't earn you as much respect.



Climb back up or you'll smash into those red lights.



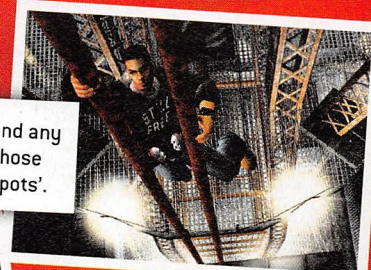
Those four aerosol cans never run out.

TAG TEAM

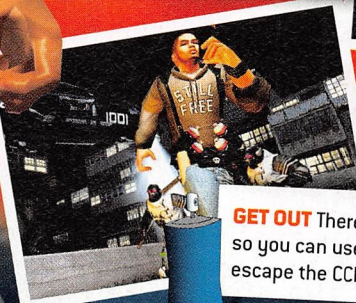
Getting Up is split into three related gameplay types.



GET IN Use brute force against rival crew members and the CCK to **Get In** restricted areas.

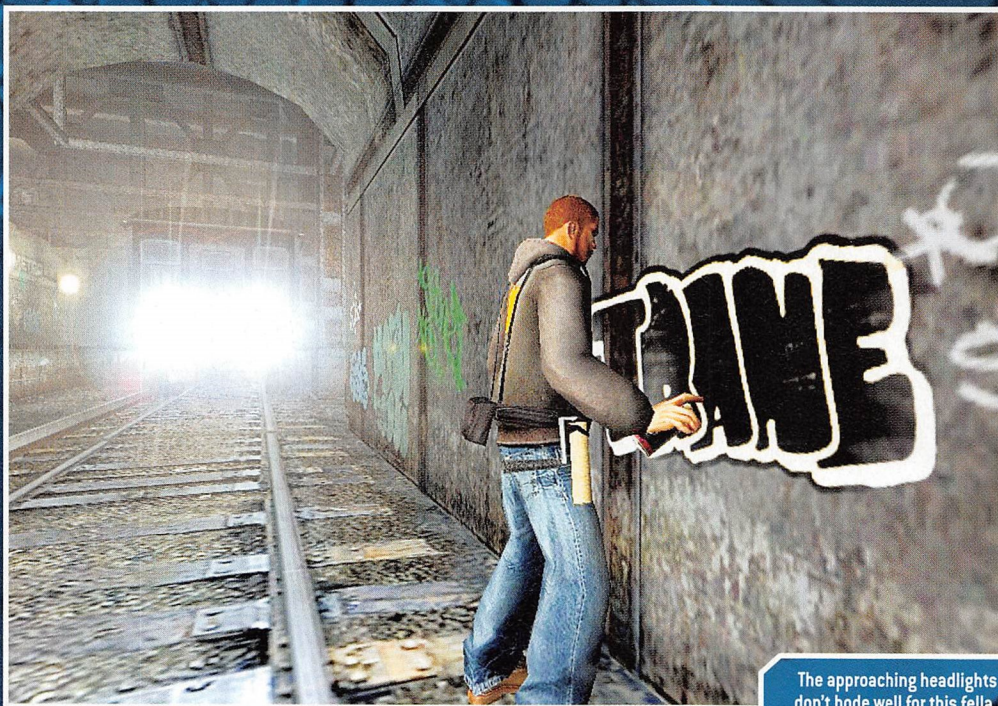


GET UP Scale buildings and any object to **Get Up** tags in those harder to reach 'heaven spots'.



GET OUT There isn't a fixed exit, so you can use any route to escape the CCK and **Get Out**.

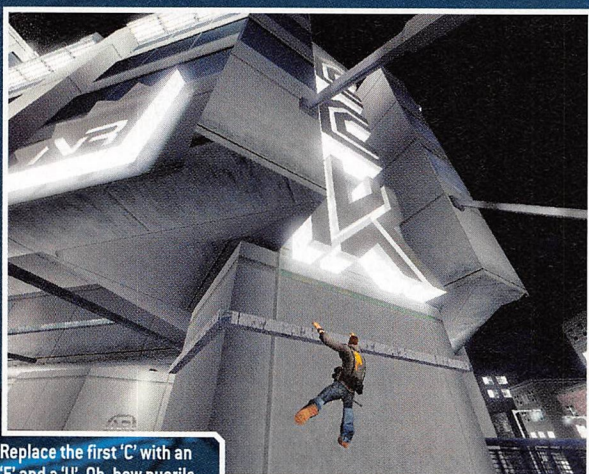
TRANE



The approaching headlights don't bode well for this fella.



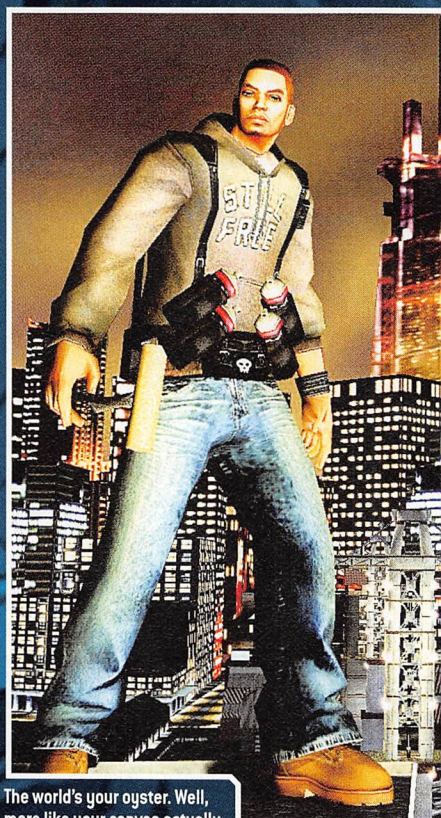
You'll need to finish colouring in the 'T' in to earn any respect.



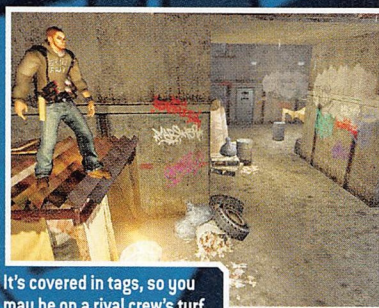
Replace the first 'C' with an 'F' and a 'U'. Oh, how puerile...

landscape like an obstacle course, to reach the hardest-placed tag locations. In one level you must keep up with a fellow crew member called Gabe as he crosses a busy freeway, scales poles, shimmies along pipes and climbs scaffolding to get as high as possible. You eventually end up hanging from a road sign above the traffic to hide from a CCK chopper, before choosing one of Trane's tags to spray on the sign.

These so-called 'heaven spots' are dotted around each level and it's up to you which ones you aim for in order to meet that mission's respect requirement. Trane's sixth sense graffiti intuition pinpoints their locations by zooming to a first-person perspective and having floating red



The world's your oyster. Well, more like your canvas actually.



It's covered in tags, so you may be on a rival crew's turf.

markers converge on the nearest one. To actually write a tag you must select a predetermined design and then use the analogue stick to fill in the outline that appears on the intended target. Paint is an unlimited resource, though you'll need to make sure every inch of the outline is sprayed to earn the respect points. It's just a pity you can't create your own tags.

GOING UNDERGROUND

Reaching these heaven spots is easier said than done though. As well as the tricky free-running sections, you'll meet plenty of rival crews who don't take kindly to you invading their turf. These beat 'em up sequences are the least interesting parts of the game so far. Punching, kicking and grappling enemies is met with little resistance, and improvised weapons such as heavy car batteries only make things easier. Tackling the heavily-armed CCK in later levels will hopefully provide a sterner test and force you to make the most of Trane's stealth and evasive manoeuvres.

As you become more notorious you'll move through some of graffiti culture's

BACK TO THE OLD SCHOOL

BRUSH UP ON GRAFFITI CULTURE SO YOU DON'T SOUND WHACK.

BOMBING

TO GO OUT WRITING A BOMB MEANS PROLIFIC PAINTING IN ONE AREA, OFTEN USED TO DESCRIBE TRAIN CARRIAGES.

CREW

A GROUP OF WRITERS WHO GRAFFITI TOGETHER BEING IN A CREW OFFERS PROTECTION, RESOURCES AND AN IDENTITY.

GETTING UP

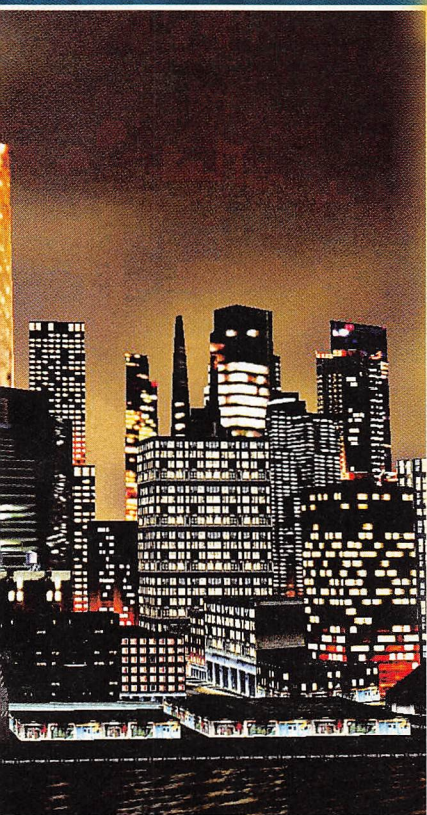
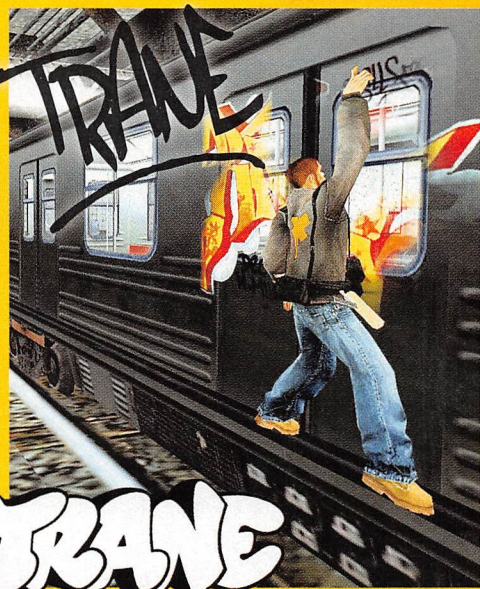
TO TAG ANYTHING, ANYWHERE. ORIGINALLY COINED TO DESCRIBE SUCCESSFULLY BOMBING A TRAIN.

TAG

A WRITER'S STYLISED SIGNATURE USING A MARKER OR SPRAY PAINT. IT'S THE MOST BASIC FORM OF GRAFFITI.

THROWUP

EITHER A NAME USING ONLY TWO COLOURS, OR BUBBLE LETTERS PAINTED QUICKLY AND NOT NECESSARILY FILLED.



Layeth down a bloody big smack on evil CCK agents.

distinct eras. Although the game is set in the near-future, the opening levels depict a 1980's train, no doubt in homage to the days when subway carriages were prime targets, the graffiti scene was still relatively new, vibrant and full of creativity. The action then gradually shifts towards the silver-train era when a crackdown on graffiti became more extreme. One of your missions is to tag the side of a moving train, which involves jumping across the tops of the carriages as it moves through the subway. The low tunnel ceiling and hanging beams mean you'll need to crouch and lie prone at various points, and you can even leap to another train travelling in the same direction.

THE REAL DEAL

And that's the cool thing about *Getting Up*. Even if you're not interested in the niche subject matter, the missions built around getting to graffiti hotspots and escaping from them are exciting. Like *Spider-Man 2*, there's a genuine thrill about being suspended hundreds of feet above the bustling city below. It's also one of the few



Be aware of the CCK choppers and patrol cars.

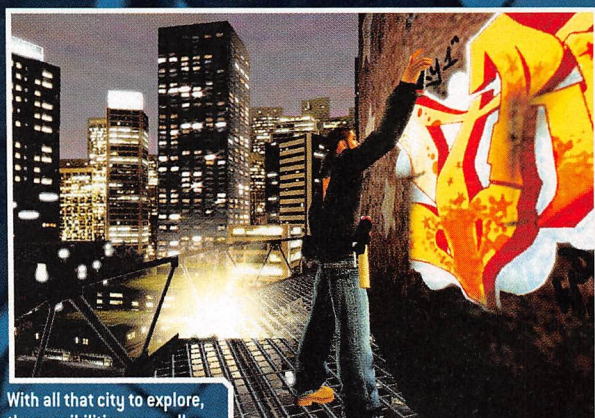
games not to pander to most of the clichés and stereotypes perpetrated by other games that deal with urban culture, being largely bling-free. Against all the odds, *Getting Up* could actually pull it off.

/ JONATHAN TODD

PSW

OPINION

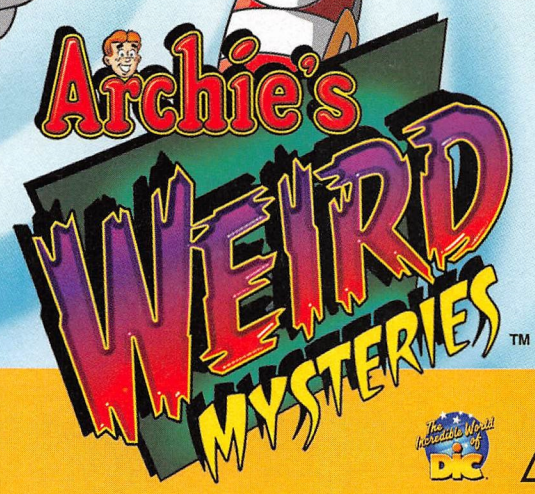
The more we see of *Getting Up* the more we like it. It's essentially a stealth action game with a fresh approach and subject matter. With an improved fighting mechanic this could be ace.



With all that city to explore, the possibilities are endless.



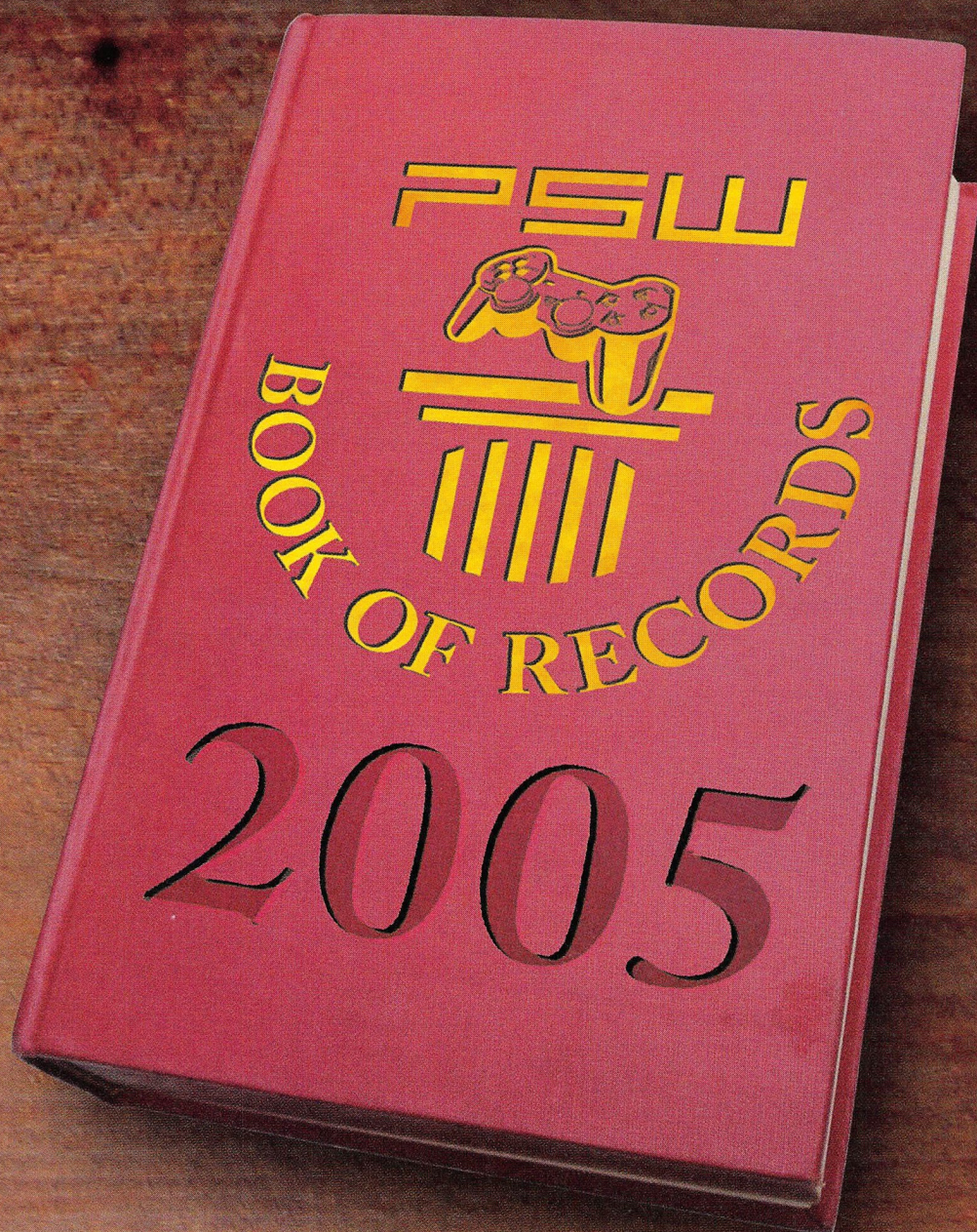
Don't miss the latest adventures of Sonic X volumes 7, 8 & 9, based on the video game Sonic the hedgehog. Sonic is the fastest creature in the universe with loads of attitude - collect all the new adventures of Sonic and his friends now on DVD.



**It's thrills, chills and a whole lot of laughs as Archie and his pals – beautiful Betty, self centred Veronica, devious Reggie and eccentric Jughead – do their best to unravel ARCHIE'S WEIRD MYSTERIES
NEW TO DVD SO COLLECT THEM ALL.**



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The *most* amazing feats in
the history of PlayStation2 gathered
together for your *reading pleasure*.



A

Arse kicking: The world record for the most arses kicked during a single session of play is held by Texan gamer Mike Morrow, who clocked up 283 consecutive victories on *Tekken 3*'s notoriously cut-throat Survival mode in August of 2002. That's the equivalent of beating the living crap out of the Manchester United first-team 25 times over. All bow to Mike.

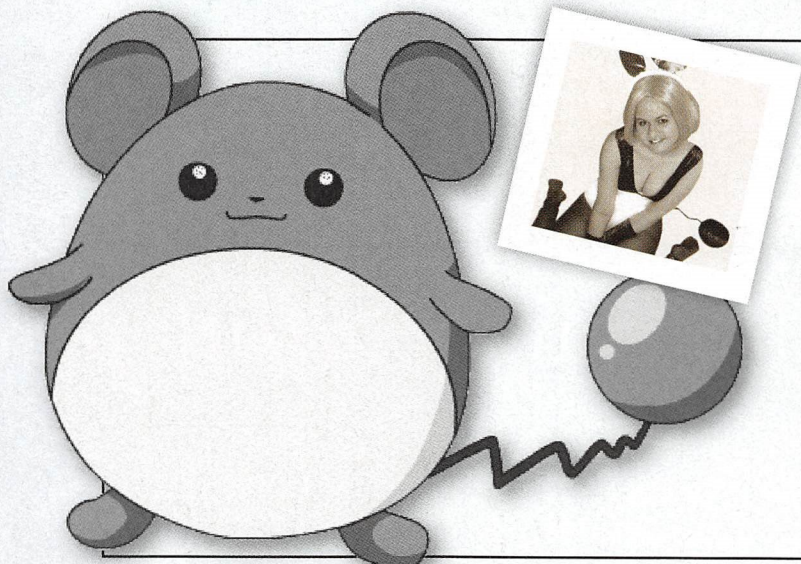


B

Boringness: The duller PlayStation2 title in the history of mankind is officially *Superlite 2000 Tokyo Bus Guide*, the goal of which is to run the transport network of the Japanese metropolis. Pass us the crack-pipe.

C

Costumes: Alisa Chan (pictured below) holds the current world record for the largest collection of hand-made video game character costumes in existence. Coincidentally, she's also without question the weirdest good-looking woman outside of Japan. Her personal website (Google it if you dare) has over 150 photos of her dressed up as everyone from Ulala from *Space Channel 5* to *Pac Man*. The site also houses a pop song written about Alisa by one of her stalkers. "Take a deep breath, you're scaring us half to death," the lyrics go. Quite.



D

Delays: *Gran Turismo 4* wrote its name into the history books in its sloppiest hand-writing last Christmas when it failed to show up for yet another confirmed release date, making it officially the most heavily-delayed PS2 game of all time. *Tomb Raider: The Angel of Darkness* runs in a close second, beaten by the fact that even now that *GT4* is released, we still have to wait countless more months for an additional online play package. Now that really does deserve some kind of lateness medal.

E

Epileptic attacks: Exhaustive PSW research conducted over the last six minutes has revealed action title *Rez* to be the PS2 game that has triggered more epileptic fits than any other. It's all the flashing lights and stuff. Can't be good for you.

F

Fossilised gamers: The oldest PS2 gamer in the country is turtle-faced gaffer Kevin Conway, 79, from Dundass (not pictured below). Sure, his reaction speeds might not be quite what they were when he served in the navy during WWII, but he still plays a mean game of *Jak 3*.



G

Grand Theft Auto completion: The record for the fastest completion of *Grand Theft Auto: Vice City* stands at three hours, 59 minutes and three seconds. To verify the record, Canadian Matthew Baker had to film himself completing the entire game in one sitting, only skipping the missions that weren't essential to the progression of the storyline.

H

Hardest game: A poll of hardcore gamers conducted by PSW revealed the original *Devil May Cry* on the Dante Must Die setting to be the hardest PS2 game ever. The original *Splinter Cell*, *Virtua Fighter 4: Evolution* and *Hitman 2* were also singled out as being overly testing.

I

Idiocy: The title of 'Biggest PlayStation2-Owning Idiot in the World' remains in the oily trotters of Mr PlayStation2, the dunce formerly known as Dan Holmes. Mr PlayStation2 changed his name by deed poll back in February of 2002. He's subsequently attempted to get permission to legally marry his console, only to be denied. Apparently even a plastic box didn't want to have sex with him.

Jugs: It won't surprise anybody to learn that the biggest knockers in PS2-land are currently attached a female star of top-heavy beat 'em-up series *Dead or Alive*. Expert boob inspectors clocked Tina from *Dead or Alive 2* at 38GG, making her the best of the chest. Lara Croft, her of the 36FF boobington, is in second place.

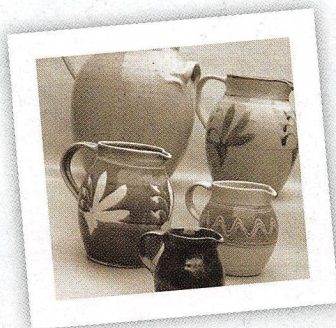
Killing sprees: US gamer Matt O' Rourke has the honour of being the fastest and most efficient homicidal maniac on the planet. His record of 1,218 kills in four minutes and 58 seconds of *Dynasty Warriors 2* remains the quickest sword-based killing spree ever. We've informed the police.

Longest running series: Oddball Japanese series *Simple 2000* – currently on instalment number 72 – holds the record for the longest running saga in PS2 history. With earlier episodes bearing such magnificent titles as *The Cat Fight*, *The Splatter Action* and *Love Aerobics*, its enduring popularity is no coincidence. We'd buy 'em.

Musical movement: The world's fastest feet belong to a young Yankee named Sterling Franklin, who racked up a phenomenal 567,871,975 points during a recent *Dance Dance Revolution Xtreme* tournament held in Raleigh, North Carolina.

Nasal hairs: The records for: A) the longest nasal hair attached to a video game character, and: B) the most bizarre idea for a game both belong to *Boboboubo Boubobo Atsumare*. The idea of *Boboboubo Boubobo Atsumare* (we'll never get tired of typing that, honest) is to control the tentacle-like nose-whiskers of the eponymous hero in an effort to restore harmony to the universe. No, really.

Offensiveness: According to an exhaustive poll of all the girls we know who play video games, the most offensive PS2 game of all time is *Leisure Suit Larry: Magna Cum Laude*. It offends us men too, but only from a gameplay standpoint. *Playboy: The Mansion* is only slightly less offensive.



Playing marathons: Hull resident David Thirlwell recently spent 35 hours and 34 minutes in front of his PS2 without sleep. During his marathon session, Thirlwell worked his way through *Silent Hill 3*, *Silent Hill 4: The Room* and the entire contents of his fridge. PSW scientists calculate the session to have shaved at least two weeks from his life expectancy. Now that's dedication to the cause.

Queuing: The record for the longest ever queue to buy a video game-related product is jointly held by the 5,604 Japanese PlayStation maniacs who waited through the night in order to be the first gamers on the planet to get hold of their PSPs. We're not bitter in the slightest, but we hope they've already scratched the screens.

Ridiculous game name: When it comes to stupid game names, it's hard to look past *Ichigo 100% Strawberry Diary*. Impossible, in fact.

Swearing: The record for the highest amount of cuss-words in a single video game is held by Rockstar's deliberately provocative *Manhunt*, a game with more bad language than an essay on spelling mistakes written in pig Latin by a dyslexic maggot.

Taxi jumping: Dustin Wood from California holds the record for the longest jump performed in a crappy old yellow taxi. In 2002, Wood recorded a mammoth leap of 353.05 metres in *Crazy Taxi*'s uber-stoopid Crazy Jump mode.

Ugliness: Dull-as-maths shooting effort *Charlie's Angels* won a recent online contest and was named the ugliest

PlayStation2 game of all time. Lucy Liu's tug-spoiling cross-eye isn't thought to have helped. Seriously. It really puts you off your stroke.

Violence: According to the organisation Mother's Against Violence in America, the goriest video game in the history of PlayStation2 is – you guessed it – *Grand Theft Auto: San Andreas*. Next on their list of blood-splattered child-corruptors is *Hitman: Blood Money*, a game that hasn't even been released yet. Nice to see that they're keeping an open mind.

Wasted money: The biggest waste of money in the history of PlayStation2 games is the reported \$20m Atari spent on the flaccid *Enter the Matrix*. That's on top of the estimated \$47m they spent on acquiring developer



Shiny Entertainment. All of which, with the benefit of hindsight, seems like a big, fat waste of moolah.

Xbox hating: The world's leading Xbox hater is Gareth Hughes from Merthyr Tydfil, who recently booked his place in the PSW Hall of Legends by having 'Xbox sux' tattooed onto his forearm. Here's hoping he left enough space to add a small '360' at a later date.

Yachting: Yachtsman Steve Fossett set an incredible five world sailing records in 2001. Why should you care? His yacht was named after your very best friend, dear old uncle PlayStation.

Zombie shooting: The world's most prolific virtual gunman is Japanese player Shin Sato, who breezed through *Biohazard: Gun Survivor* in an astonishing 38 minutes and 29 seconds in January of last year.

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VENTURE JOURNALS

APRIL 2005



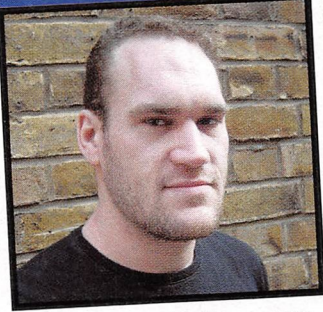
PlayStation 2



REVIEWS

This month's PlayStation2 games rated!

Welcome



The video game animal is a perverse beast indeed. How else to explain the fact that, just as one of the hottest winters I can remember finally begins, the good ol' PlayStation2 decides the time is right to barf up a spy thriller entitled *Cold Winter*? And why is it that when you want to make a video game stop you have to press the Start button? Or why *God of War* has come out of pretty much nowhere to soil our trousers? Or why they insist on releasing a *Ghost in the Shell* game over here, even though no one cares at all? The answer is, I honestly don't know. Now leave me alone will you? I think I'm about to cry.

JOFF BROWN, REVIEWS EDITOR

PSW PROMISE

We do solemnly swear that...

- Our reviews are 100% honest
- We only review finished games
- We rate the game, not the hype
- Our reviews are the most in-depth
- We answer only to our readers!

PSW RATINGS

10/10	Essential
9/10	Brilliant
8/10	Recommended
7/10	Great
6/10	Decent
5/10	Average
4/10	Disappointing
3/10	Poor
2/10	Bloody Rubbish
1/10	Avoid at all costs

70

Could *Cold Winter* be a contender for Best Shooter of 2005?



REVIEWED THIS MONTH!

- | | |
|--|-----------------------------------|
| 70 Cold Winter | 83 MX vs. ATV Unleashed |
| 74 Ghost in the Shell: SAC | 84 Enthusia Racing |
| 75 Moto GP 4/Dynasty Warriors | 85 EyeToy Antigrav |
| 76 God of War | 86 Street Racing Syndicate |
| 78 SCAR 79 Champ Manager 5 | 88 Haunting Ground |
| 80 Super Monkey Ball Deluxe | 89 BloodRayne II |
| 82 Alien Hominid | 90 Destroy all Humans |

The men who know more about PS2 than life itself.



LEE NUTTER

GOOSEY: Warning: do no enter into eBay-based transactions with this man. Lee Nutter is currently serving a lifetime ban from the popular internet auction site for 'violent and threatening behaviour'. Cripes.

MOST PLAYED: God of War



RICHARD MELVILLE

FRUITY: Rich is our least violent team member. His most notorious act involved spilling a pink cocktail all over Joff's lap. He then wiped him down, paying particular attention to the damp crotch area. Odd.

MOST PLAYED: SingStar Popworld



JON TODD

FISHY: Toddy once appeared on the hit TV show *Gladiators*. Unfortunately he suffered a panic attack during Atlasphears round and failed to make the final stage. Still, he got a free T-shirt out of it.

MOST PLAYED: SRS



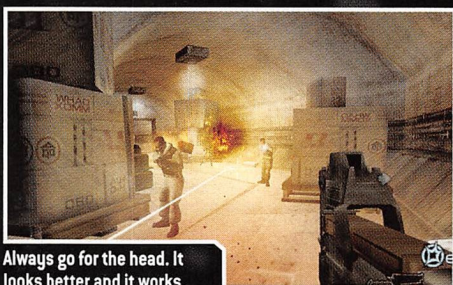
MARK SORRELL

MUSTY: Sorrell went all violent this month after prolonged exposure to *Cold Winter*. We've subsequently had to sedate him with a horse tranquiliser, hence the crack-pipe stare and pallid hue.

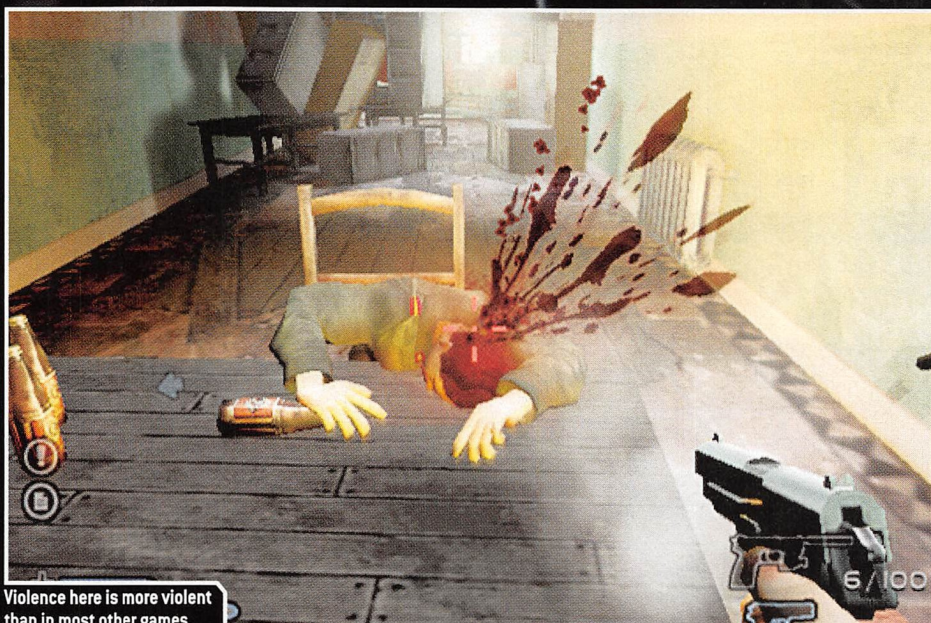
MOST PLAYED: Cold Winter



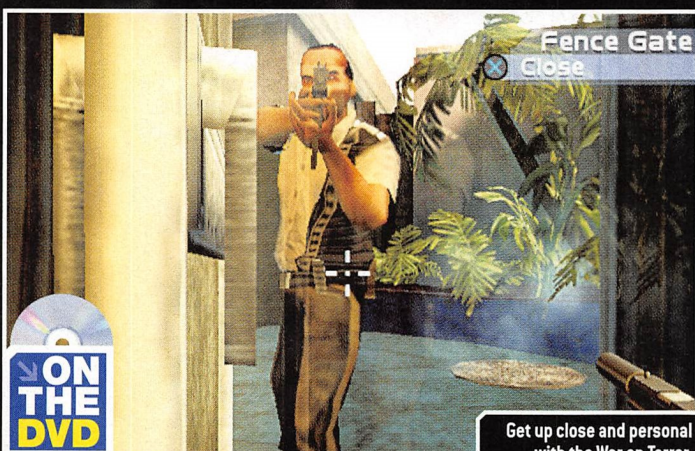
It does all get a little bit *James Bond* now and again.



Always go for the head. It looks better and it works.



Violence here is more violent than in most other games.



Get up close and personal with the War on Terror.



Bullet holes glow red hot in a melted lead kind of way.

COLD WINTER

Fully loaded and looking to take out *Killzone* with a bullet to the brain.

PlayStation 2



GAME DETAILS

PUBLISHER: VIVENDI
DEVELOPER: SWORDFISH
OUT: NOW
PLAYERS: 1-16
ONLINE: YES

Cold Winter is brilliant. There, we spoiled it with the very first sentence. If you were hoping for a tense read, one that umm-ed and ahh-ed all the way to the end, you'll be disappointed. Sorry about that. But if you want to find out why *Cold Winter* is one of the best first-person shooters we've ever played, then break out the party poppers and fancy hats, because it's all here.

While the story doesn't offer anything spectacularly new, the script and voice-talent are ideally suited to the interesting, almost believable characters acting it all out. The complex, twisty-turny plot benefits hugely from this, and progress becomes both worthwhile and rewarding.

Combat, by far the most important part of any shooter, is simply superb. The ability to move objects around is a quick and painless procedure that lets you instantly change the landscape to suit your needs. For example, if suppressing fire is stopping

you from getting across a courtyard you can grab hold of a dumpster and use it as a moving shield. Likewise, tables, chairs, beds, wardrobes and crates can all be grabbed and used as cover to protect yourself. This is all made possible thanks to the game's highly impressive physics engine; one that's been used cleverly to make the environment around you seem as natural and alive as possible.

TREAD CAREFULLY

Enemies demonstrate a good degree of intelligence, which is impressive considering the constantly changing world they live in. They're not perfect though – we had a great time standing at one end of a minefield attracting the attention of guards

on the other side who'd proceed to run straight across the minefield one by one. Then they'd explode in a huge shower of dirt and body parts, clearing the minefield for us to get across. How very decent of them.

This is a game that revels in the pure joy of shooting guns and killing people and it does both so very well. The list of available weapons reads like a psychopath's Christmas letter to Santa, with all the standard-issue silenced pistols and MP5s you'd expect, backed up by a deadly supporting cast of exotic firearms

guaranteed to bring joy to your life. Treats like the 'Hammer' – a fully automatic shotgun with roughly the same killing power as the Death Star. Remember the insanely huge rifle Clarence Bodiker uses at →

B93 BURST

Just about the coolest thing ever, this is, quite literally, a machine pistol. Not only is it totally mental, it's also totally deadly.







There's only one likely outcome in this scrap.

G 11

This recoilless rifle fires three shot bursts. If you like to go for head shots, this thing will be your best friend ever. Amazing power. Great results.



The M16 is a great tool for all occasions. Except weddings.



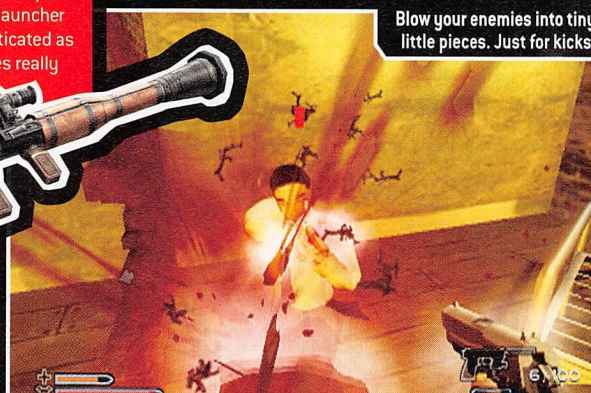
Now why would you shoot a dead man in the back, eh?

RPG

The classic Rambo weapon, this Soviet rocket-launcher is about as sophisticated as a shovel, but makes really massive explosions.



Even the little MP5 packs plenty of wallop. Bring it on.



Blow your enemies into tiny little pieces. Just for kicks.

the end of *Robocop*? Well you get one of those too. In fact, the list of weapons is as wide as it is long, with other standouts including a brutally lethal B93 Burst pistol, a devastating rocket-propelled grenade launcher, plus a whole menagerie of assault rifles, pistols and sniper rifles. *Cold Winter* is a gun-nut's dream.

The weapons all feel solid, chunky and damaging too, with serious kick-back and visible damage to your enemies. If some goon has been giving you stick, you can mutilate their dead body in a most satisfying manner, with each major body part being, how can we put this delicately... completely removable. You can shoot a man's foot off. Or his arm. Or take a shotgun to the hip and perform a quick field amputation. Head shots are particularly

entertaining as you get to see your target's head pop and spray blood, brains and bits of skull and stuff all over the walls.

THE WHOLE WORLD AT WAR

And that's without talking about the sheer spectacle of the fights. Smoke wafts across the battlefield as explosions rock the ground. Cars are blasted far into the sky before crashing to the ground in bits, flaming tyres rolling past your entrenched position. Then there's the incredibly realistic aftermath. Once you've finished killing, what's left behind looks like a war-torn slice of movieland, with bits of wood, broken chairs, dead bodies and smashed glass littering the ground, maybe a few fires started here and there. It's breathtakingly atmospheric stuff.

The much talked-about ability to combine items to make new items is useful,

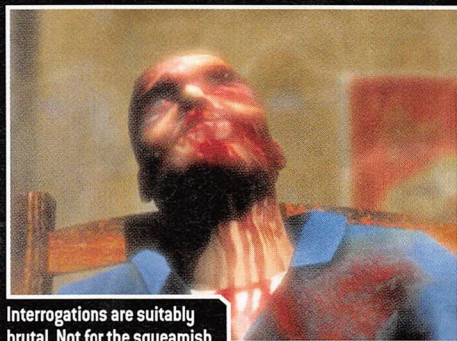
but not as important to the game as you might expect. It works very simply, with combinable items going into a big inventory pool until you have all the required parts and face a situation where you need to combine them. At this point you simply pick which item you wish to make and the game does the rest. There are rarely occasions when they need to be used and when they are, it's mostly to fashion lock-picks to gain access to new areas. Still, many of the toys you'll get are worth searching out the parts for, with motion-sensitive mines and fire bombs opening up even more destructive possibilities for the imaginative player. *Cold Winter* would work just fine without all this, but it's still a sweet little feature.

The multiplayer options are as well considered as the main single-player game, with weapon sets providing a ready-rolled selection of guns, or the option to make up your own sets. There's a decent selection of maps, which have clearly seen a lot of testing, with some really satisfying tactics and techniques surfacing quickly. More



M-320

Okay, so it's an Uzi, but you've never fired an Uzi that felt this good before. The rate of fire is just obscene, although it has this much accuracy: no accuracy at all.



Interrogations are suitably brutal. Not for the squeamish.



Shoot him in the plums for pleasure you can't measure.

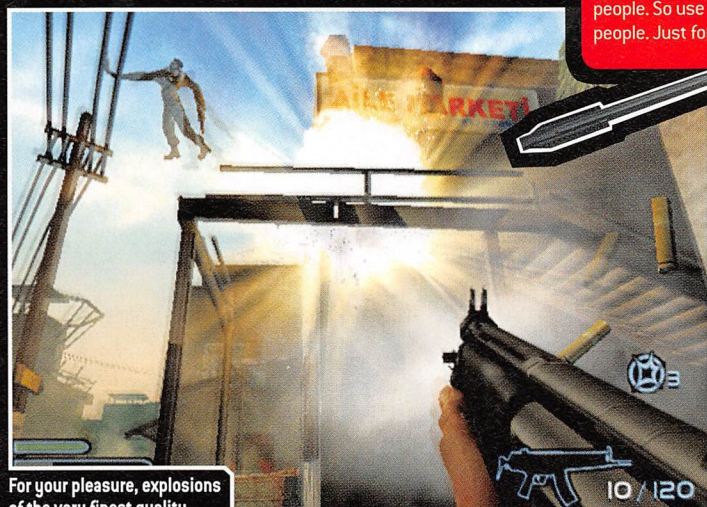


That'll teach him to talk about your mum like that.

L50 SNIPER RIFLE

I'd buy that for a dollar. This is a massively powerful sniper rifle, usually used for shooting tanks rather than people. So use it on people. Just for fun!

NT: Target guards and hold to search



For your pleasure, explosions of the very finest quality.



Your sexy sidekick isn't very sexy. Which we kind of like.

cunning strategies are just waiting in the wings for you to delve in and pluck them out. The option to use realistic damage will reward all that time spent in the single-player game nailing head shots too. Those of you with a Multitap will have great fun here.

COLD REALITY

It's not all perfect of course. Much of the level design is inspired, but some really isn't. The game sings when it's kept to short, tight levels with open areas to allow for a constant flow of improvised tactics and cunning plans. When it's reduced to walking down endless corridors it can feel a little humdrum, although thankfully that's a rare occurrence. The sound is also a bit of a letdown, specifically the way the game handles distance and direction of sounds. When you walk into a new area, you'll often

hear the sounds of guards shouting as they see you, but you'll get no sort of clue as to where they are from these sounds. On the flipside, the guns have excellent sound effects, with full meaty bass for the big-bore weapons, sharp terrifying cracks for the sniper rifles and a cacophony of alien death for the frankly pornographic Hammer we mentioned earlier.

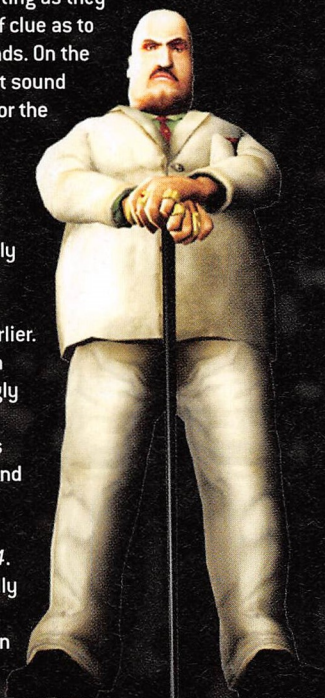


HAMMER

This incredible piece of gun porn is a fully automatic shotgun that can clear a room full of people in seconds.

This is an unrelentingly superb adventure, as exciting and grand

as any *Bond* escapade and as gritty and sickening as a particularly bleak episode of *24*. Many of the levels are beautifully set up and designed and you'll want to play through them again and again just to get quicker



and smoother and sicker, using more devious tactics, getting more headshots, and becoming generally untouchable. And when you're done with that, there are still an infinite number of multiplayer and online matches to be played. It's almost too much to take in. The best shooter on PS2 bar none, *Cold Winter* is brilliant.

/ MARK SORRELL

PSW VERDICT

UPPERS

- Great physics
- Incredible atmosphere
- Wicked guns

DOWNERS

- A few overly-long levels
- Odd surround sound
- Err, a strange name?

GRAPHICS Truly brilliant, a technical marvel 9

SOUNDS Great voice-acting, chunky gun noises 7

GAMEPLAY Just brilliant. Endless fun 9

Very close to being one of the greatest shooters of all time, you must not miss out on this. Buy right now and thank us later.

9



The guards have a few flashy combat moves of their own.



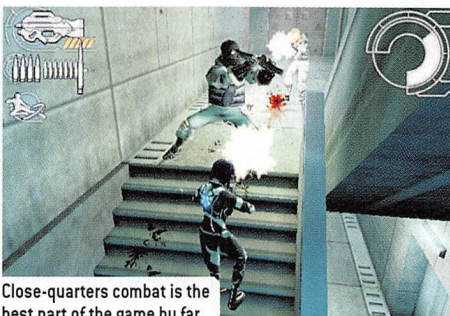
Batou is all about the shooting, but lacks style.



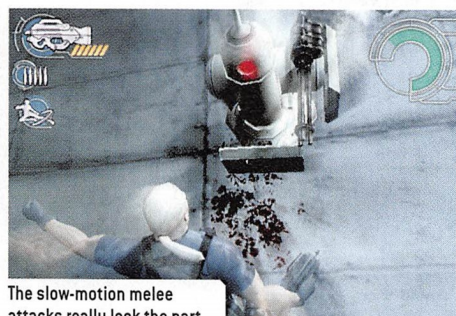
Lady character Kusanagi. Try saying that when you're pissed.



Punching robots till they explode should be fun, no?



Close-quarters combat is the best part of the game by far.



The slow-motion melee attacks really look the part.

GHOST IN THE SHELL: STAND ALONE COMPLEX

It's not complex, it's very simple. It's a shell of a game that deserves to stand alone.

PlayStation 2

GAME DETAILS

PUBLISHER:	ATARI
DEVELOPER:	CAVIA
OUT:	NOW
PLAYERS:	1-4
ONLINE:	NO

Ghost in the Shell is a classic slice of Japanese anime, concerned with brain-jacking, robot battle tanks and guns. This is the game of the TV series of the original film of the manga comic(!), and invites you to play as three characters, 'Major' Motoko Kusanagi the sexy lady, Batou the 'bullets for blood' hardass and Tachikoma the child-voiced battle tank.

Basic gameplay consists of running from waypoint to waypoint, jumping over or shooting stuff as appropriate. There's never any doubt where you have to go thanks to waypoints on the screen showing you exactly where you have to go. Linearity is taken to the extreme with no thought whatsoever required – get to the white dot is as far as it goes.

Still, this can prove far from easy thanks to the horrendously floaty mechanics of jumping – like trying to throw jelly at a fast-moving penguin using nothing but

chopsticks – alongside some truly vile level design that looks to have been inspired by Birmingham city centre on a damp Sunday.

FEEL GOOD FACTOR

There are moments when the game does feel good, like when you're ploughing through the bad guys with style, finishing them off with slow-motion kicks, evading gunfire with acrobatic flips and dropping distant miscreants with precise sniper shots. Unfortunately, these moments only make up a tiny smidgeon of the game. The rest is spent struggling to make jumps or wandering around the same area for ten

minutes trying to find a way out. There's also a multiplayer Deathmatch mode, but the levels are so big you'll have to agree to meet up somewhere first, otherwise you'll probably never even see your adversaries.

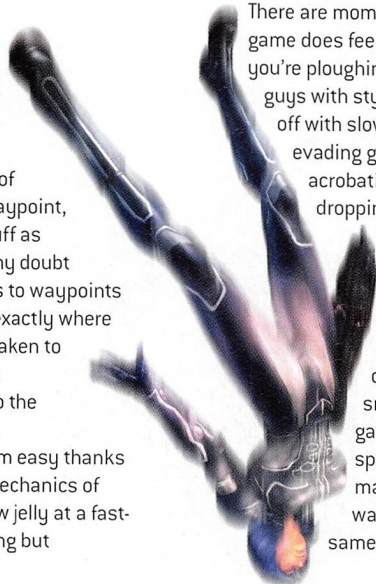
Ghost in the Shell: Stand Alone Complex is the ugly stepchild of a cool and intelligent franchise and one of the least playable games we've encountered in quite some time. You don't need this in your life.

/ MARK SORRELL

PSW VERDICT	
UPPERS	DOWNERS
➤ Some nice ideas	➤ The controls
➤ Acceptable graphics	➤ The sudden deaths
➤ Robot-tank voices	➤ So frustrating to play
GRAPHICS	Adequate but could have done more
SOUNDS	The voice-acting is suitably authentic
GAMEPLAY	A boil on the face of video games

It's not badly presented but thanks to the linear structure, horrible jumping physics and poor level design, it's not much fun either.

3





MOTOGP4

Observe as motorbike racing is taken very seriously indeed.

Bikes. Like half a car but with no ashtrays. All very well, just so long as you don't smoke or have more than one passenger.

The *MotoGP* series has been around for a while and this year boasts 125cc and 250cc classes as well as split-screen racing that supports up to four riders. As ever the game's completely unconcerned with filling the speed junkie's vein, opting instead for a sober and accurate portrayal of motorbike racing. As an officially-licensed product, *MotoGP4* contains all the riders, bikes and

tracks of the real-life racing series.

The game opens with a Training mode that explains all you'll need to know about riding fast, setting yourself up for corners properly and exiting the apex with as much speed as possible – a simple and easy introduction to riding and racing on two wheels instead of four. From here it's straight out to the track, where you'll have to tame the genuinely twitchy back ends of the racing bikes. The sensation of power as the rear wheel bucks and strains for grip on the asphalt is deeply satisfying, highly realistic and a little bit scary too.

Sadly, that's pretty much where the good stuff ends and the not-so-good stuff begins. The main problem with *MotoGP4* is the lack of 'feel'. It's like you're controlling the bike

rather than the rider. Real bike riding involves shifting your weight around, not just turning the bars, but here there is no such sensation. Also, the front and rear brakes are all on the one button rather than independent of each other. For such a supposedly accurate simulation to have such inaccurate controls is a huge and catastrophic disappointment.

This is very much a serious game for overweight, bearded men with leather trousers that play pool in darkened pubs and drink cider. The controls deliver a killer blow to any notions of fun, and what's left is a serious but ultimately bland racer.

/ JOFF BROWN



Doesn't look like there's much of a crowd. Must be a qualifier.



Work your way through the crowd to reach the front.

PSW

VERDICT

UPPERS	DOWNERS
➤ Hugely accurate stats	➤ Poor handling
➤ Quality graphics	➤ Somewhat bland
➤ Good presentation	➤ Only for bike fans

GRAPHICS	Good but not stunning	7
SOUNDS	Lightweight and hollow	6
GAMEPLAY	Disappointing handling	4

This really did nothing for us. It fails to capture the speed or excitement of motorbike racing: it's more 50cc step-thru than 1300cc monster.

5

DYNASTY WARRIORS 5

Kill everyone in the entire world with some kind of fancy hitting stick.

The rock guitars go mental as a man with woman's hair and an incredibly ornate spear kills a hundred million people inside a minute. It's the history of ancient China as taught by Quentin Tarantino. It's *Dynasty Warriors 5* and yes, it's pretty much the same as the last one.

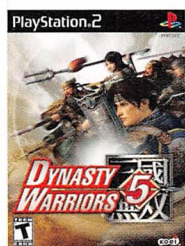
The camera is terrible (again) and there's no way of altering which way it points, meaning that you'll spend much of your time fighting into the camera, with all the randomness that incurs. Combat is simply a matter of mashing two buttons over and

over until everyone's dead, with maybe two more buttons coming into effect during boss battles. You also get to ride around on horses, merrily slicing peasant's ears off as you gallop past. There are some role-playing elements thrown in, such as the ability to power-up your character and gain new weapons to up your kill rate with. You even get a posse of ninja-style bodyguards, who'll follow you round the battlefield looking cool and killing stuff on your behalf.

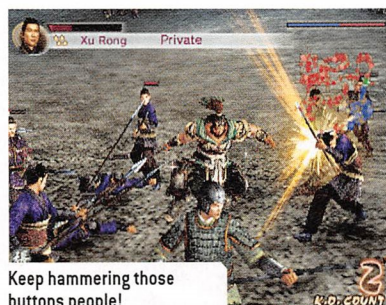
But this is much the same as every other *Dynasty Warriors* game ever made – like a

rubbish kung fu movie with a body count quite literally in the thousands. It makes you feel like a badass when it works, killing on a scale not even dreamt of by other games. But it's like the video game equivalent of a *James Bond* movie on a Christmas afternoon: an unchanging and eternal monument on the PS2 landscape, you should probably try one some time, which one doesn't really matter.

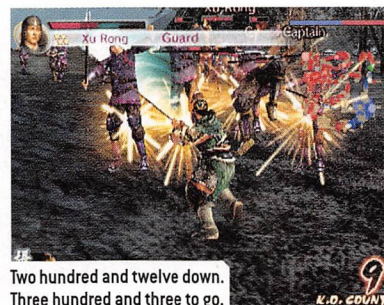
/ MARK SORRELL



GAME DETAILS
PUBLISHER: KOEI
DEVELOPER: KOEI
OUT: JUNE
PLAYERS: 1-2
ONLINE: NO



Keep hammering those buttons people!



Two hundred and twelve down. Three hundred and three to go.

PSW

VERDICT

UPPERS	DOWNERS
➤ Massive body count	➤ Terrible camera
➤ Hilarious voice acting	➤ Average graphics
➤ Loads to do	➤ Same as the last one

GRAPHICS	Detailed but cluttered	6
SOUNDS	Amazing voice acting	7
GAMEPLAY	Simplistic, mindless and repetitive	5

The same mass combat as always. Really, if a *Dynasty Warriors* game stole our wallet, we wouldn't be able to pick it out of a police line-up.

6



These guys are designed to be torn in two by you.



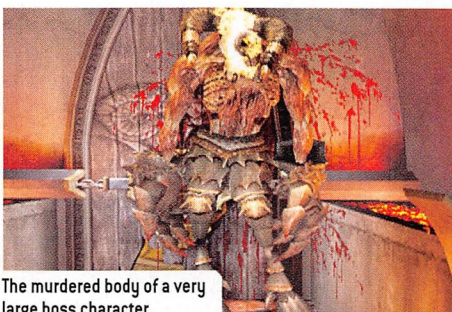
Ares (left) only looks small because he's so far away.



It's astonishingly gory, in an old-school fantasy kinda way.



An old-fashioned crystal focusing puzzle.



The murdered body of a very large boss character.



This is your first weapon. The others are even more fancy.

GOD OF WAR

Zeus be praised! *God of War* comes from nowhere to knock us out.

God of War is the finest action adventure we've seen for ages. We've just completed it and we're still catching our breath. It's the spiritual successor to games like *Golden Axe* and films like *Clash of the Titans*. With a mix of thrilling combat, some gobsmacking locations and a storyline that doesn't get in the way of the action, you'll eat up *God of War* like pie.

Mere mortal Kratos radiates ferocious intelligence as well as fury. He's out to kill a god — his former master Ares, aka the God of War himself. As you step onto a broad plateau after the first chapter of the game,

you'll see the mile-high figure of Ares hurling mountains at the beleaguered city of Athens, while thousands of his loyal troops mill about at his feet.

THE GODS MUST BE CRAZY

These kind of set-pieces are what *God of War* does best. It's the very opposite of free-roaming, in that there's usually only one thing to do at any one time. And once you've played it through, there isn't that much else to see or do. Apart from playing through it all over again on a higher difficulty level, of course!

The game that *God of War* evokes most of all is *Prince of Persia: The Sands of Time*. If you replaced that game's jumping sections with even more fighting, you'd get something like *God of War*. It's all about the battles, and it's proud of that fact.

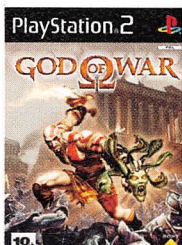
But here's the impressive thing: in terms of graphics, *God of War* beats the hell out of the luscious *Prince of Persia*. Even *Devil May Cry 3* can't deliver visuals as glowing or as detailed as this, and since there are

virtually no load times at all throughout the game, the action isn't interrupted at all. The smallest pot is crafted with as much care as the most furious monster. If ever a game was produced in Technicolor, it's this one.

You want more proof of the greatness of this game? How about this: you can't control the camera, which is dandy because you'll never need to. That's right. *God of War* doesn't so much solve the ancient camera problem as pulverise it and fire its remains into the heart of the sun.

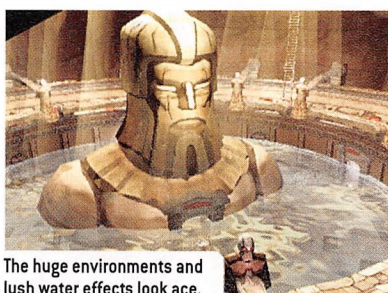
God of War is a game with a short attention span; things move fast and levels flash before your eyes in double quick time. It's meant to be this way though, and despite coming on two discs you'll bang through the game in no time at all. This is a game that's designed to be completed by anyone and everyone, not just the experts.

One of the reasons *God of War* is so short is that each section doesn't meander on endlessly. Even the painfully puzzle-filled rooms of Pandora's Temple, which require all manner of circular rooms moved and



GAME DETAILS

PUBLISHER: SONY
DEVELOPER: SONY
OUT: JUNE
PLAYERS: 1
ONLINE: NO



The huge environments and lush water effects look ace.

HISTORY OF VIOLENCE

God of War's set-piece kills are especially entertaining.



STAB HIM IN THE THROAT!

Get hold of a Minotaur once you've weakened it by pressing the Circle button, then tap the Circle button some more to ram your blade down its throat. Tap fast enough and you'll get it all in, killing it instantly.

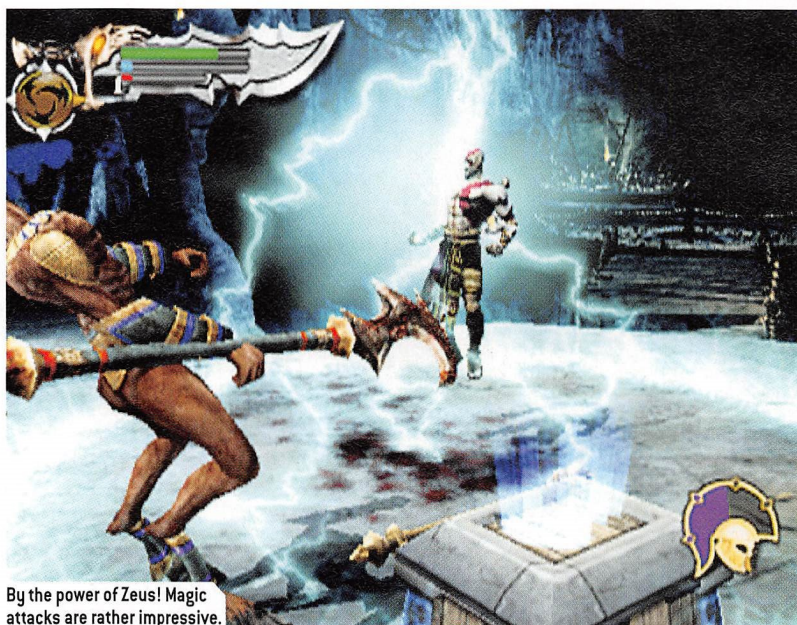
RIP HER HEAD OFF!

Bigger enemies give you harder on-screen prompts to follow. Grab one of these Gorgons and you'll have to rotate the analogue stick to pull her scaly head clean off. Which is an awful lot of fun, to be honest.



TEAR HIM APART!

Smaller enemies can be bludgeoned to death or simply torn apart in a single move once you've grabbed them with the Circle button. Ouch! It's one of *God of War*'s simpler pleasures and for some reason it never gets dull.



By the power of Zeus! Magic attacks are rather impressive.



See those? The souls of dead men fighting for you. Nice.

levers pulled to shine lights from crystals into statues' eyes and so on, comes to an end without too much backtracking.

CLASH OF THE TITANS

It's the fighting that will win you over. Thrash even the smallest enemy and you'll get a satisfyingly crunchy collision effect. And like all great movie monsters, every enemy drips with personality too. Thanks to rock-solid, lightning fast physics, even though you're fighting made-up enemies in mythical settings, everything feels as real as last Tuesday. The result? The minute you

see another foe appear, you'll be cracking your knuckles and charging into the fray.

Naturally, there are still some quirks. For some reason, *God of War* is in love with block-pushing sections, often involving getting a crate across the other side of an area while being assailed by monsters. Also, we're surprised that there aren't more boss-battles. But taken on its own terms, *God of War* is a thundering success.

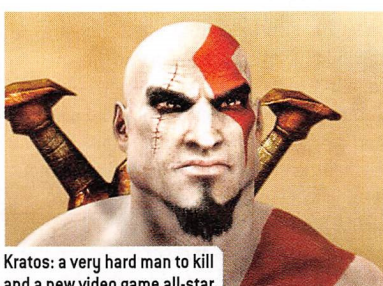
Certain hardcore gamers may look down on *God of War*: it's short, it's linear, it's showy and it's accessible. But it's also a towering achievement of game design and

attention to detail that even manages to make recent hits like *Devil May Cry 3* look rusty in places. For thrifty types who like to hammer games and then never play them again, *God of War* is perhaps the ultimate rental. Our advice? Buy it, and swap it once you're bored. You may find that it's a game you want to keep as a reminder of just how amazing a truly great action title can be. Thank the Gods it's here.

/ JOFF BROWN



These Egyptian-style enemies can be a tad tricky to kill.



Kratos: a very hard man to kill and a new video game all-star.

PSW VERDICT	
UPPERS	DOWNERS
➤ Big-budget feel	➤ Extremely linear
➤ A joy to play	➤ On the short side
➤ Nearly no loading times	➤ Can't skip cut-scenes
GRAPHICS	Bold and epic. As good as it gets on PS2 9
SOUNDS	Excellent, ominous choral score 8
GAMEPLAY	Glorious fights and perfect controls 9

A high point of PS2 action gaming, this will hold you spellbound from start to finish. Lush and engaging, it's a game you must play.

9



The green bar's intimidation, while the blue shows damage.



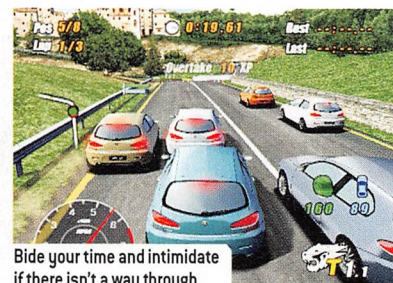
The chunky cars means there's little room to overtake.



Driver's reactions can be a tad severe when intimidated.



Drop your speed dramatically on corners, or you'll fly off.



Bide your time and intimidate if there isn't a way through.

SCAR: SQUADRA CORSE ALFA ROMEO

The sporty Italian dad-car manufacturer gets a whole PS2 game to itself.

PlayStation 2

WITH BEST FEATURES

SCAR

SQUADRA CORSE ALFA ROMEO

GAME DETAILS

PUBLISHER: LAGO

DEVELOPER: MILESTONE

OUT: NOW

PLAYERS: 1-4

ONLINE: YES

This is, without doubt, the hardest racing game ever made. So much so, that even *Gran Turismo 4*'s steep learning curve looks horizontal in comparison. Yet for all the realistic and unforgiving driving mechanics on display, there's also an arcade sensibility lurking beneath the surface, making *SCAR* deeply schizoid.

Instead of going down the popular modified urban-racer route, or including tons of performance upgrades, you'll simply tinker around with your driver's skills as you progress. Overtaking, finishing first and clean laps free from collisions will earn you experience points. These are used to improve nine driver skills, such as handling and acceleration, eventually letting you level up and unlock new races and challenges. This mixture of racing and role-playing makes *SCAR* a sort of 'CAR-PG' if you like. A silly term perhaps, but one that sums things up pretty neatly in this case.

The most important skill is intimidation, which affects how both you and other drivers cope with having a car up your arse for long periods. Trail a driver in his slipstream for long enough and you'll see

the car begin to swerve and behave erratically as he buckles under pressure. It's then a case of picking your moment to overtake, which is still easier said than done. When the roles are reversed and you're unable to shake off a car, the screen goes temporarily blurry making driving near impossible. Unlike the cookie-cutter drivers found in most racing games, the ones here actually react to events and don't always rigidly follow the ideal line.

CAN WE GET A REWIND?

Rewinding time to rectify mistakes is the other arcade-like ability you'll build up through the acquisition of experience points. Unfortunately, this doesn't work so well. There isn't a countdown during the rewind phase, so you often end up repeating exactly the same error when the game suddenly switches back to real-time. And driving immaculately only nets you a few tenths of a second to add to the already limited total that you begin a race with.

But *SCAR*'s biggest letdown is the absence of any real sensation of speed. The clunky and frankly unexciting Alfa Romeos

encourage you to drive slower than your gran if she was blindfolded and had no hands or feet. The weight of your car mysteriously seems to fluctuate during races too, so one moment it's too heavy to turn and the next it's easily shunted aside by the merest of touches from an opponent.

The underlying problem is that *SCAR*'s brimming with great ideas but doesn't quite know how to execute them. But it's not bad for a game that probably had a tenth of the budget of the epic *Gran Turismo 4*.

/ JONATHAN TODD

PSW VERDICT	
UPPERS	DOWNERS
➤ Realistic opponents	➤ No sense of speed
➤ Very challenging	➤ Extremely unforgiving
➤ Lots of events	➤ Unexciting cars
GRAPHICS	Pretty backgrounds but simple cars
SOUNDS	Turn the tedious music off
GAMEPLAY	Needs to be 50% faster

Hardcore racing fans may enjoy the challenge, but everyone else would be better off picking up the faster, funkier and far more fun *Juiced*.

6

Player Comparison
Wayne Rooney - Ruud Van Nistelrooy

Statistics	Technical	Mentality	Physical	Temperament
Crossing	0	Anticipation	0	Determination
Dribbling	1	Creativity	1	Balance
Heading	0	Decisiveness	1	Jumping
Passing	2	Movement	0	Pace
Shooting	0	Positioning	1	Stamina
Marking	1	Team Work	1	Strength
Goalkeeping	1	Work Rate	1	Condition
First Touch	1	Concentration	4	Ref Foot
Throw Ins	0	Vision	1	R-Confidence
GK Rating	0			Versatility

Description
Green: Wayne Rooney is better than Ruud Van Nistelrooy
Yellow: Ruud Van Nistelrooy is better than Wayne Rooney
Grey: Wayne Rooney and Ruud Van Nistelrooy are both the same

Ruud's better than Rooney, just as we always suspected.

Man Utd
Submit offer for Andriy Shevchenko?

Milan's Andriy Shevchenko is currently valued at £24,500,000.
Man Utd have a remaining transfer budget of £24,825,705

Basic Offer

Other type: Transfer
Fee: £24,500,000
Transfer Date: Immediate
Flexibility: Non-Negotiable

Additional Clauses
Percentage of Next Sale: 5%

Exchange Players
Remove Add

Millions in the bank means Man Utd can buy anyone.

Arsenal
4-3-3

View V

Players

No.	Inf	Player	Positions
1	Goalkeeper	Lehmann, J (c)	Goal
2	Defender	Lehmann, J	DEF
3	Defender	Cole, A	DEF
4	Defender	Campbell, S	DEF
5	Defender	Cygan, P	DEF
6	Defender	Vieira, P	DEF
7	Defender	Perkins, H	DEF
8	Defender	Reyes, S	DEF
9	Defender	Smith, J	DEF
10	Defender	Smith, J	DEF
11	Defender	Smith, J	DEF
12	Defender	Smith, J	DEF
13	Defender	Smith, J	DEF
14	Defender	Smith, J	DEF
15	Defender	Smith, J	DEF
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70	Defender	Smith, J	DEF
71	Defender	Smith, J	DEF
72	Defender	Smith, J	DEF
73	Defender	Smith, J	DEF
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77	Defender	Smith, J	DEF
78	Defender	Smith, J	DEF
79	Defender	Smith, J	DEF
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83	Defender	Smith, J	DEF
84	Defender	Smith, J	DEF
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91	Defender	Smith, J	DEF
92	Defender	Smith, J	DEF
93	Defender	Smith, J	DEF
94	Defender	Smith, J	DEF
95	Defender	Smith, J	DEF
96	Defender	Smith, J	DEF
97	Defender	Smith, J	DEF
98	Defender	Smith, J	DEF
99	Defender	Smith, J	DEF
100	Defender	Smith, J	DEF

When all else fails, shove everyone into attack.

Manchester United 1 35 mins 1 **Arsenal**

Overview Match Stat Action Zc 2D Pitch Report Player R Latest Sc League T

Cole plays the ball to Vieira

Vieira's being tightly marked again... by the referee.

Options Tactics Pause

Arsenal 2 51 mins 0 **Manchester United**

Overview Match Stat Action Zc 2D Pitch Report Player R Latest Sc

Hard to tell if there's daylight between Reyes and Rio.

Options Tactics Pause

7. Andriy Shevchenko (AC Milan)
Striker (Left/Center), Age 27

Profile Information History

Technical	Mentality	Physical	Temperament
Crossing	16	Anticipation	15
Dribbling	16	Creativity	17
Heading	16	Decisiveness	17
Passing	16	Movement	17
Shooting	16	Positioning	17
Marking	17	Team Work	17
Goalkeeping	17	Work Rate	17
First Touch	17	Concentration	17
Throw Ins	17	Vision	17
GK Rating	17		17

You won't find many better players than Shevchenko.

CHAMPIONSHIP MANAGER 5

Expect a sharp rise in divorce cases over the next few months.

PlayStation 2

CHAMPIONSHIP manager 5

3+ The World's No. 1 Football Management Game

GAME DETAILS

PUBLISHER: EIDOS
DEVELOPER: GUSTO GAMES
OUT: NOW
PLAYERS: 1-2
ONLINE: NO

This isn't quite the same best-selling soccer management game you might think it is. While the original developer kept the game engine and went on to make the brilliant *Football Manager 2005* on PC, publisher Eidos held onto the brand name and started this new game from scratch.

Not that you'll notice at first. The menu layout, 2D match screen and player skills are virtually identical and it doesn't take long to work out which screens do what. In fact, the only real difference turns out to be quicker number crunching, which takes place without skimping on the detail.

Manchester United

View V

Players

No.	Inf	Player	Positions
1	Goalkeeper	Lehmann, J (c)	Goal
2	Defender	Lehmann, J	DEF
3	Defender	Cole, A	DEF
4	Defender	Campbell, S	DEF
5	Defender	Cygan, P	DEF
6	Defender	Vieira, P	DEF
7	Defender	Perkins, H	DEF
8	Defender	Reyes, S	DEF
9	Defender	Smith, J	DEF
10	Defender	Smith, J	DEF
11	Defender	Smith, J	DEF
12	Defender	Smith, J	DEF
13	Defender	Smith, J	DEF
14	Defender	Smith, J	DEF
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100	Defender	Smith, J	DEF

Man Utd's familiar system, but with Miller in for Scholes.

JUMPERS FOR GOALPOSTS

Just about everything you need to manage your team is here. The game's stuffed with team and player tactics, including arrows to indicate where players should run or feed the ball. Contract negotiations can go back and forth for days as you haggle over minute details such as win bonuses. And how you deal with the media will eventually affect morale. In this respect the game's every bit as detailed as *LMA Manager*.

Everything's fine until you come to the 2D match engine. To say that it's riddled with bugs is an understatement. Shot counts are ridiculously high, players run the ball out of play in straight lines when there isn't an opponent in sight, goalkeepers make horrendous mistakes in every match we've seen, strikers run the ball into the keepers' arms when clean through, your tactics make no discernible difference... The more you play, the more glaring errors you'll discover. Watching a game is virtually impossible anyway: on the slowest speed setting it'll take you a year to complete a

season, while every other setting is ridiculously fast. Where's the slider bar?

And at the end of the day, do you want a game that's now a full season out of date? We can't help thinking *Championship Manager 5* would have benefited from a few extra months of bug-fixing, polishing and updated 2005-2006 team data ready for next season's kick-off instead. *LMA Manager* won't be looking over its shoulder just yet. / JONATHAN TODD

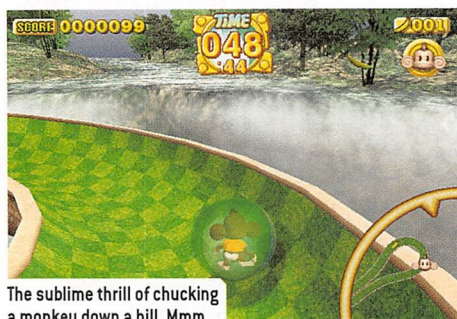
PSW VERDICT

UPPERS	DOWNERS
➤ Data processes quickly	➤ Buggy 2D matches
➤ Lots of tactical options	➤ Stupid match speeds
➤ Still relatively addictive	➤ Old 2004-2005 data

GRAPHICS Functional menus, that's about it 3
SOUNDS Absolutely shocking crowd noises 1
GAMEPLAY Bugs drag it down 6

Not a bad first effort, but it feels a bit rushed out. Like a promising but temperamental youngster, its potential needs to be developed.

5



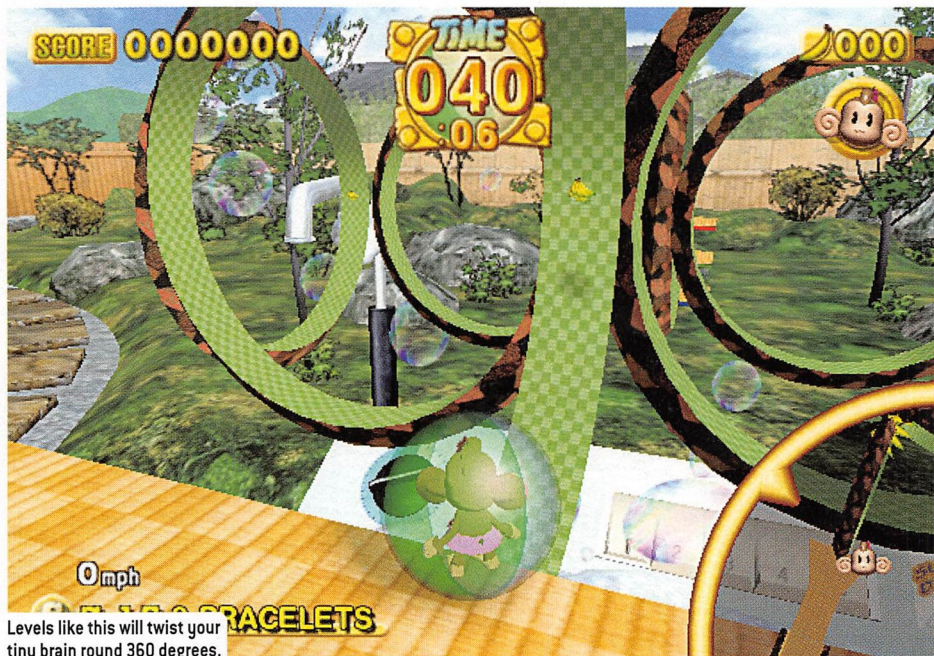
The sublime thrill of chucking a monkey down a hill. Mmm.



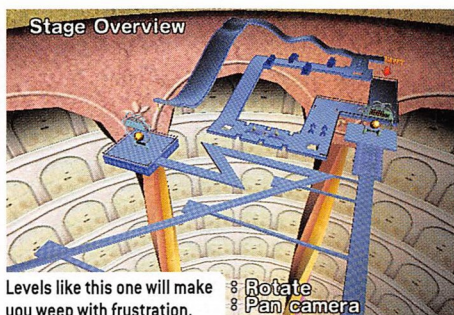
Monkey racing: slightly less fun than it should be.



Monkey target: one of the best things in the world. Ever.



Levels like this will twist your tiny brain round 360 degrees.



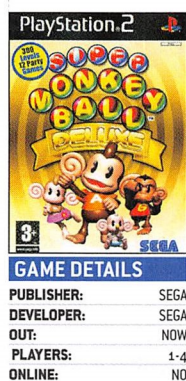
Levels like this one will make you weep with frustration.



Only a very brave or insane man would get these 'nanas'.

SUPER MONKEY BALL DELUXE

One simian, one spheroid and a game that's tough enough to make Satan sweat.



PUBLISHER: SEGA
DEVELOPER: SEGA
OUT: NOW
PLAYERS: 1-4
ONLINE: NO

Monkeys have a poor quality of life, games-wise. When they're not being bagged by Solid Snake in *MGS 3*, they're being shot in the face in *TimeSplitters*. And now *Super Monkey Ball Deluxe* wants to seal them in a ball and hurtle them around elevated, abstract levels, where even the smallest error results in a horrible death for them. In fact, *Super Monkey Ball Deluxe* is like a sort of monkey purgatory – where banana-stealing, grandma-mugging apes go when they die.

Fortunately for you, though, *Super Monkey Ball Deluxe* is also one of the

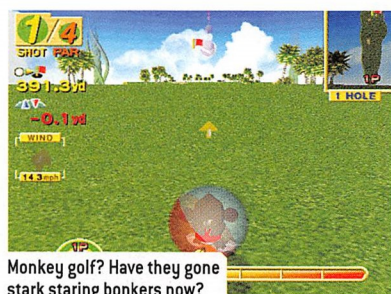
world's finest puzzle titles. You don't control the monkey-filled orb, you just tilt the levels to send it rolling towards a distant goal. This entails anything from whizzing it round spiral chasms, juddering along tiny ridges or negotiating maze-like passages. The monkey inside the ball, technically speaking, has nowt to do with it. He's just there for sexy eye-candy – they might as well have called the game '*Ball Deluxe*'. Still, one false move, and both ball and monkey will plunge to their doom.

CHIMP THRILLS!

The controls couldn't be simpler. It's just a case of moving the analogue stick. You don't even need to press any of the buttons. While PS2's controls are arguably a bit less monkey-friendly than those of the GameCube, it's still a smooth ride. The inventive levels, super-saturated colour schemes and tactile action mean this is killer Japanese gameplay at its very best. One play, and even non-gamers will be lost to its charms.

But underneath the pre-school, bright crayon appearance lurks an evil genius-like level of intelligence. During the later, rock-hard stages, the only person you'll be able to curse (apart from God for giving you fat, sausage-like fingers) is yourself, because given the ultra-simple nature of the controls and the gameplay, there's nothing between you and victory but your own reflexes, co-ordination and grey matter. Every time you mess up, it's your fault.

Defeats are crushing, especially when you're near the end of a minute-long ball-balancing ordeal. And some levels – alright, we'll be honest, most levels – on the upper tiers will have you restarting dozens of times to get it just right. This is the way the game's been designed. If you could waltz through every single stage first time, you'd play through all 300 levels in a matter of hours. Add in twelve souped-up multiplayer games, about half of which offer absolutely note-perfect play for late-night marathons (see 'Top Banana' box, opposite), and you'd think you were on to a spotless, faultless



Monkey golf? Have they gone stark staring bonkers now?

Top Banana

Monkey Ball's multiplayer mini-games measured for merit.



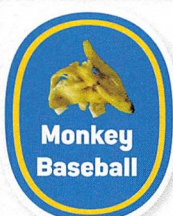
Monkey Target DX

Chuck your ape in the air, then glide it onto the target for points.



Monkey Dogfight

Take to the skies and shoot down the other simian sky-fighters.



Monkey Baseball

Whack your monkey-in-a-ball as far out of the park as you can.



Monkey Golf DX

Play crazy or even relatively normal golf – as the ball!



Monkey Tennis

Amos Hong's fave. Play against a real or computer opponent.



Monkey Fight DX

Use a giant boxing glove to knock the other monkeys out!



Monkey Soccer

Not exactly *Pro Evo*, but still miles better than *FIFA Street*.



Monkey Bowling

A monkey fave, with you using your ball to strike bowling pins.



Monkey Boat

Row your way down the rapids as fast as you can. If you must.



Monkey Billiards DX

Knock the monkey ball into other, lesser balls. Like billiards!



Monkey Shot

Shoot enemies in first person mode. Very unlike *Monkey Ball*.



Monkey Race DX

Race other balls round a course. Should be good. Isn't really.



Top banana



Tasty



Slip up



Rotten



A simple loop, but things get a lot more funky later on.



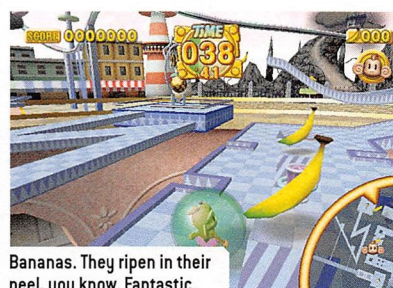
Hundreds of levels, some of them dangerously hard.



Punch a monkey and win a prize. Just like real life!

winner. Nearly, but not quite.

The PS2 version of this GameCube classic benefits from 46 new stages and all the ones from the two GameCube titles, but along the way it's picked up a handful of flaws. Every time you need to load a new stage, there's a short but telling pause that can really interrupt the action. And most shockingly, things can even slow down and start to judder slightly at key moments – and that's certain death to any budding sphere-monkey who finds himself finely-balanced above a bottomless pit.



Bananas. They ripen in their peel, you know. Fantastic.

THE APE MISTAKE!

In the increasingly odd Career mode, which showcases 200 of the stages, you'll also witness some of the worst cut-scenes created by man or mandrill. Shoddy quality, idiotic storyline, a villain called Dr Bad-boon... No, it's neither cute nor funny, it's more pants-filled than Lowes Menswear, and we're literally wincing as we write this.

But even in this slightly annoying form, *Super Monkey Ball Deluxe* will easily swallow many hours of your life. Blink, and suddenly it's 8am, your thumbs are aching



The thinner the platform, the easier the way to death.

and you need a shave. Trouble is, *Super Monkey Ball Deluxe* makes the ultimate rental, and unless you fall in love with the multiplayer titles (which is, let's be honest, entirely possible), you may not feel the need to let the monkey out of the box for too long. Miss out on a play, though, and you're denying yourself one of the greatest pleasures in all of gamedom.

/ JOFF BROWN

PSW VERDICT

UPPERS

- Amazing puzzle action
- 300 levels
- Endless multiplayer fun

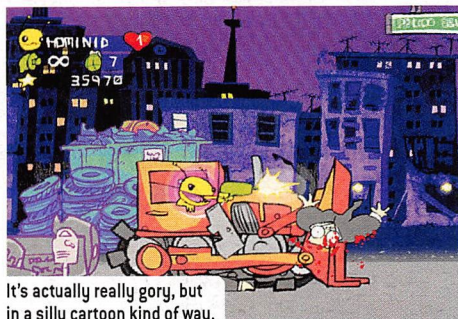
DOWNERS

- Frustrating load times
- Annoying beeping timer
- Puke-worthy cut-scenes

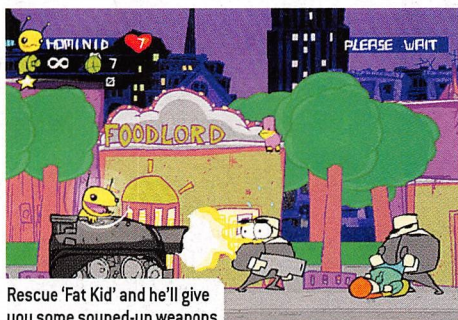
GRAPHICS	Surprisingly detailed and realistic	7
SOUNDS	Beep. Beep. Beep. Beep. All the time...	4
GAMEPLAY	Nothing beats a bit of ball-rolling	9

Action puzzle perfection with teeth-grinding flaws. You owe it to your inner gamer to finish it, but you'll tear much of your hair out doing so.

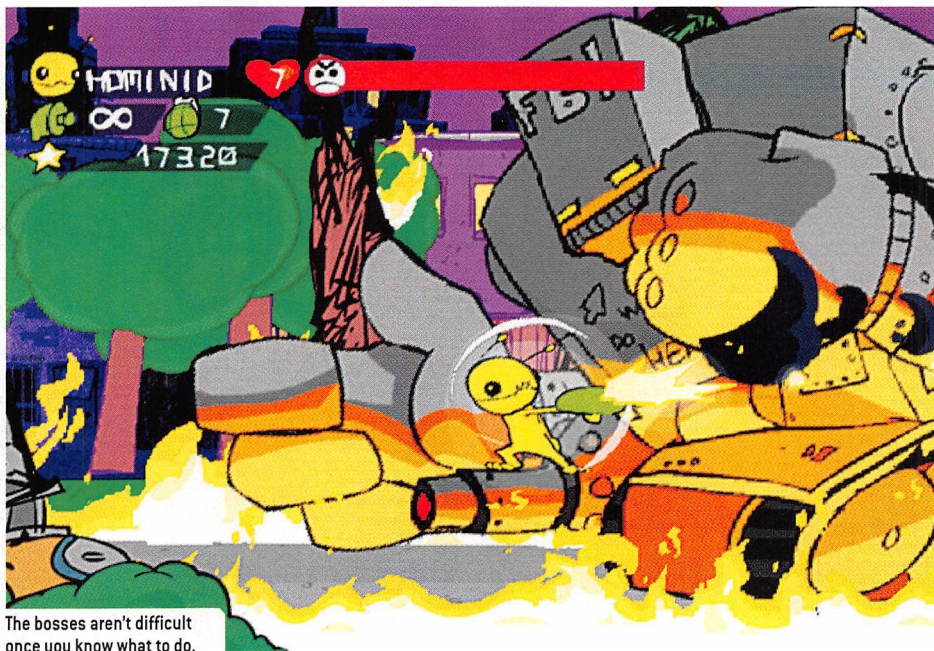
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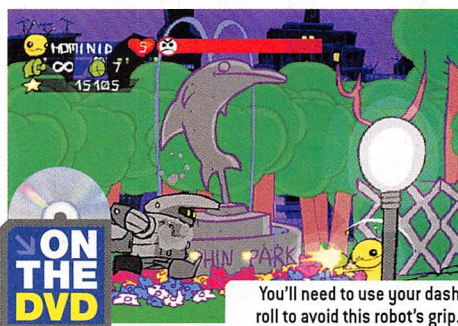
It's actually really gory, but in a silly cartoon kind of way.



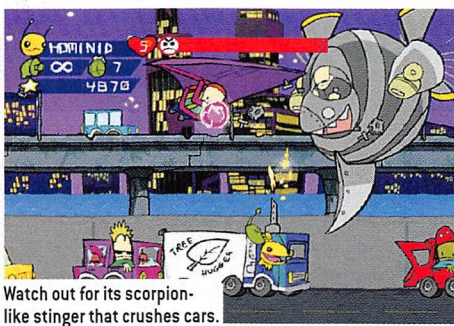
Rescue 'Fat Kid' and he'll give you some souped-up weapons.



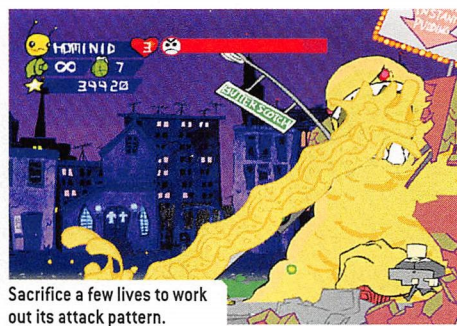
The bosses aren't difficult once you know what to do.



You'll need to use your dash roll to avoid this robot's grip.



Watch out for its scorpion-like stinger that crushes cars.



Sacrifice a few lives to work out its attack pattern.

ALIEN HOMINID

Proof that some types of games never go out of fashion.

By rights this should probably outsell *Grand Theft Auto: San Andreas*. No, we haven't been on the 'loopy juice' or 'jazz cigarettes' again. *Alien Hominid* was originally created as an internet Flash Macromedia game, that went on to receive over nine million downloads, thanks to word-of-mouth and hastily-forwarded emails between bored office workers. Quite how many of those will be prepared to pay \$70 for the privilege of playing is a different matter.

If you're not part of the in-crowd, here's the gist: *Alien Hominid* is a 2D side-scrolling, entirely hand-drawn and animated shoot 'em up in which you play the eponymous alien trying to retrieve his crashed UFO before the FBI can cart it off to Area 51. Your enemies are the FBI's 'men in black', a handful of their vehicles including helicopters and tanks, and end-of-level robotic bosses.

E.T. PHONE HOME

The simplicity of the game's premise conceals what is actually a pretty intricate shoot 'em up. Gaudy background colours make it hard to see what's going on so there's no way you can simply run along with your finger constantly on the trigger, especially given that a single hit from an enemy bullet is enough to lose you a life.

Instead you have to use all of your little Hominid's abilities to outsmart the men in black. He can burrow into the ground and grab an unwitting enemy from below, pick up an enemy and throw him into another, jump on top of an enemy and bite his head off, and

propel himself in the air for longer by shooting downwards.

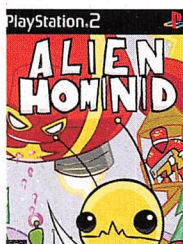
All of which makes it a quirky and amusing game to play.

But, alas, it also comes with its fair share of frustrations too. The slightly stiff analogue stick doesn't handle Hominid's manic movements all

that well, and not being able to shoot diagonally is mystifying to say the least – especially given the 2D context. You'll die plenty of times too, partly through your own fault of course, but often without being able to work out how or why.

Alien Hominid is so old-school it should only be played by pupils wearing caps, shorts and knee-socks who regularly get caned by the housemaster for getting into jolly good scrapes. It certainly won't be to everyone's tastes, but as 2D side-scrolling shoot 'em ups go it's one of the best.

/ JONATHAN TODD



GAME DETAILS
PUBLISHER: ZOO DIGITAL
DEVELOPER: THE BEHEMOTH
OUT: NOW
PLAYERS: 1-4
ONLINE: NO

PSW VERDICT

UPPERS	DOWNERS
Very challenging	Unresponsive controls
Frequently amusing	No diagonal shooting
Some inspired levels	Still a bit expensive

GRAPHICS	Charmingly hand-drawn	7
SOUNDS	It's very, very loud	7
GAMEPLAY	Intense, non-stop shooting	7

Surely running from left to right through level after level shouldn't be this much fun? It's not perfect, but it's still entertaining.

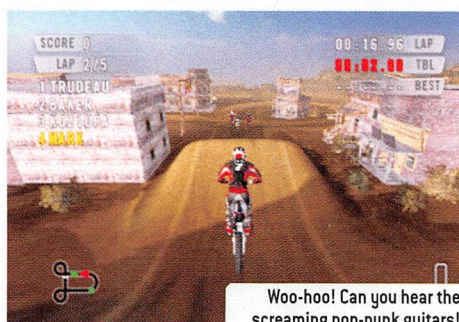
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Looks like there's about to be an almighty smash-up!



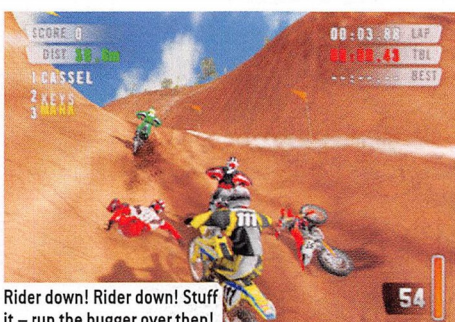
Never mind the yellow brick road, follow the green arrows.



Woo-hoo! Can you hear the screaming pop-punk guitars!



Surely it's got to be easier with four wheels to land on?



Rider down! Rider down! Stuff it – run the buggie over then!



Looks like the suspension is about to be truly tested here.

MX VS ATV UNLEASHED

Which is the most powerful: the MX, or the ATV? And does anyone actually care?

There's a certain kind of person who enjoys the thrill of defying gravity and cheating death on a motorbike. But as far as we're concerned, they're a bit mental. Personally, we'll take the sanctity of a PS2 and our sofa over repeated mid-air brown trouser experiences every time.

Delighting in the thrill of smashing chunky bikes and even chunkier buggies around dirt tracks, *MX Vs ATV Unleashed* is all about breaking the laws of gravity and busting out wild tricks while you do it. Nothing wrong with that – we rather enjoyed last year's offering. It was, and still is, all about big bumps, impromptu jumps, unplanned airtime and all-round craziness.

The game's moved on somewhat from last year's motorbike-centric affair though. There's now a lot more in the way of vehicles to throw about, in addition to

the MX and ATVs of the title, including planes, monster trucks and helicopters. We're not entirely convinced the latter has much relevance to the intricacies of suspension weighting and landing angles, however. Still, it adds a bit of variety.

KEEP IT REAL!

For a sport that should be all about feel, there can be depressingly little here. The bikes can feel weightless and floaty, and since the game revolves entirely around guiding them smoothly through the air, floaty just won't do. As in previous versions of the game, there is real skill to getting placed high up in the races. You have to learn how to load the suspension to control your time and trajectory in the air, learn clutch control to get out of corners as fast as possible and learn to read the jumps and

berms to find the fastest line through the courses. While skilled players will still achieve much of this, it's suprisingly

difficult to get the vehicles to behave how you want and expect them to. When you add in collisions that seem both unavoidable and arbitrary it all adds up to a recipe for frustration.

This isn't really meaty enough to be a simulation, yet it's also too serious to pass for arcade laughs. It's a deep and wide game, but it'll take real dedication to get the most out of it and three loyal and dedicated friends. We'd rather have seen the core gameplay enhanced rather than the fancy new hat of the ATVs and, err, helicopters.

/ MARK SORRELL

PlayStation 2

GAME DETAILS

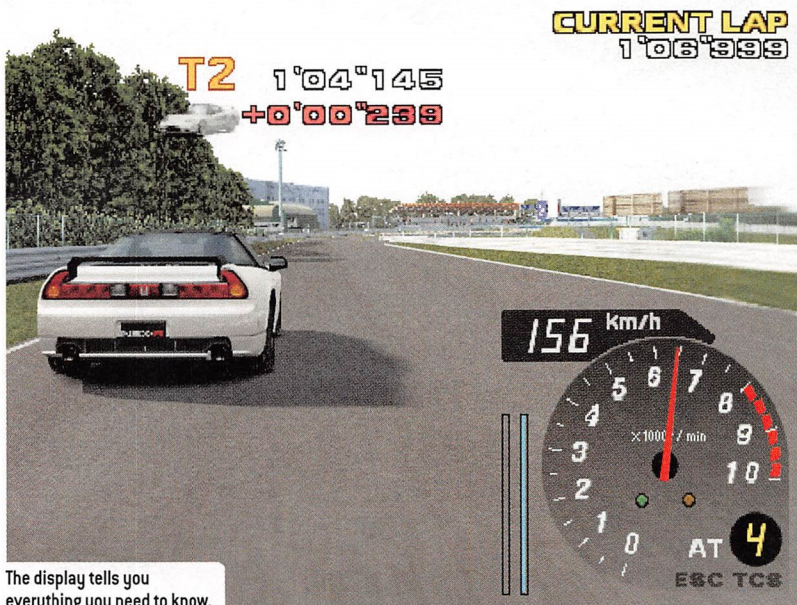
PUBLISHER: THQ
DEVELOPER: RAINBOW STUDIOS
OUT: NOW
PLAYERS: 1-4
ONLINE: YES



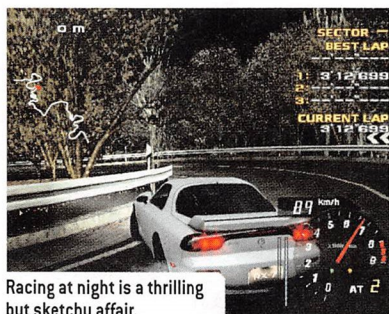
PSW VERDICT	
UPPERS	DOWNERS
➤ There's lots of variety	➤ Controls unintuitive
➤ Long playtime potential	➤ No sense of feedback
➤ Loads of crazy vehicles	➤ All very dull and grey
GRAPHICS	Full of greys and browns
SOUNDS	A constant wasp-like buzz of engines
GAMEPLAY	Complex and unusual but endless

This is a bigger but less successful take on last year's game. There are more vehicles, but the controls are still hard to get to grips with.

7



The display tells you everything you need to know.



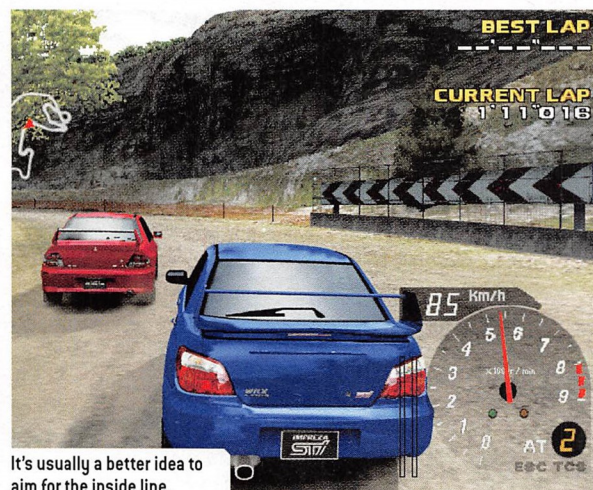
Racing at night is a thrilling but sketchy affair.



Doesn't GT4 go past the Arc de Triomphe in Paris too?



Use your handbrake to burn some rubber around corners.



It's usually a better idea to aim for the inside line.

ENTHUSIA PROFESSIONAL RACING

Curb your *Enthusia* with the best *Gran Turismo 4* clone we've played this month.



GAME DETAILS

PUBLISHER: KONAMI
DEVELOPER: KONAMI
OUT: NOW
PLAYERS: 1-2
ONLINE: NO

Enthusia Professional Racing is the unfashionable man's *Gran Turismo 4*. Indeed, everything about this car-happy drive em 'up screams 'I'm a bit scabby,' from the noodling elevator music that wafts from the loading screens in great stink-waves to the grimy, toilet-trader menus. And then you get to the actual driving part. And suddenly it dawns on you that, in many respects, *Enthusia* is actually looking down on *GT4*.

In terms of modes, it's a straight rip-off, the single-player mainstay – *Enthusia Life* mode – being a shamefaced riff on *GT4*'s Career mode. Thankfully, it has the common decency to add a twist of its own: the inclusion of a light element of role-

play helping you to recognise exactly where *GT4* stops and *Enthusia* begins. In basic terms, the more you drive a given car, the more 'experienced' it becomes, increasing in power and ability.

PEDAL TO THE METAL

Enthusia's trump card is a rigid points system used to rate your on-track performance. In accordance with the *Enthusia Racing Code of Conduct*, dirty drivers – the type that might barge their way around corners – are punished with poor grades, while aggressive-yet-respectful players are rewarded with full marks. As you can't access the bigger events until you've attained a certain grading, you have to abide by the rules – something you pointedly don't do in *GT4*.

Another neat innovation is the Drive Revolution mode, a conceptual car crash of a game that mixes proper racing with rhythmic button-pressing. The result is a strange but hypnotically playable cross-breed of a game in which you must drive

through a sequence of gates, adjusting your speed to match the type of gate you're passing through. It's frantic, reflex-heavy and a lot better than it sounds.

So there you have it, the perfect *GT4* alternative for racing fans more interested in the mechanics of driving than the song on the in-car stereo. Magnificently uncool yet thoroughly likeable. The Bert Newton of video games, if you like.

/ JON BROWN

PSW VERDICT

UPPERS

- Large-scale challenge
- Good selection of modes
- Relatively cheap

DOWNERS

- Graphically bland
- Horrible presentation
- Some odd ideas

GRAPHICS For the main part, it's more *GT3* than *GT4* 7

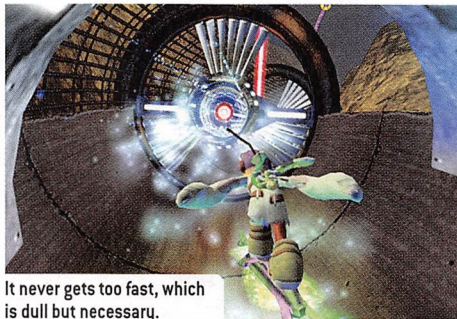
SOUNDS Nasty music; droning sound effects 6

GAMEPLAY Takes the *GT4* template and updates it 9

Manages to keep pace with *GT4* without ever fully overtaking it. By turns hugely innovative and grossly unoriginal. But thoroughly playable.

7





It never gets too fast, which is dull but necessary.



Flying cars! Great Scott! This is the future, Marty!



Stick your arms out to collect those tokens for boost.



Sailing through the air is the most fun bit of the game.



Hop on a pipe and you won't have to steer. Which is good.



It's a bit Japanese with some urban tones too. Weird.

EYETOY: ANTIGRAV

Surf the wave of the future, and you'll soon appreciate the button-mashing past.

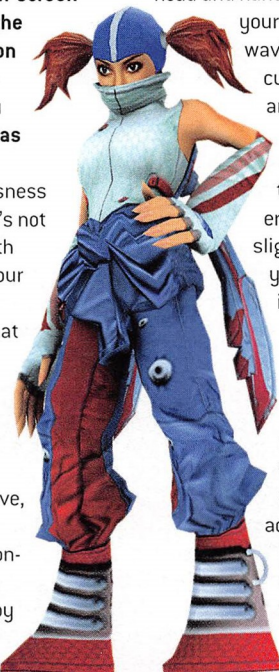
PlayStation 2

GAME DETAILS

PUBLISHER: SONY
DEVELOPER: HARMONIX
OUT: NOW
PLAYERS: 1
ONLINE: NO

It's a nice concept, we'll give them that. You move your body and arms in front of the EyeToy camera and your on-screen character does the same. It's the sort of thing you'd have seen on *Beyond 2000* about ten years ago that would have made you pant for the future to get here as soon as it bloody well could.

But all this techno-wondrousness falls at the first major hurdle: it's not as much fun to play a game with your whole body as it is with your thumbs... at least not this one. This is the first EyeToy game that takes you out of the picture completely: instead of seeing yourself on-screen, you'll only see the location of your head and hands in the bottom right-hand corner. This is a brave move, because without the unique visual feedback offered by an on-screen presence, much of the special connection other EyeToy games establish between you and your PS2 is lost.



JUMP AROUND

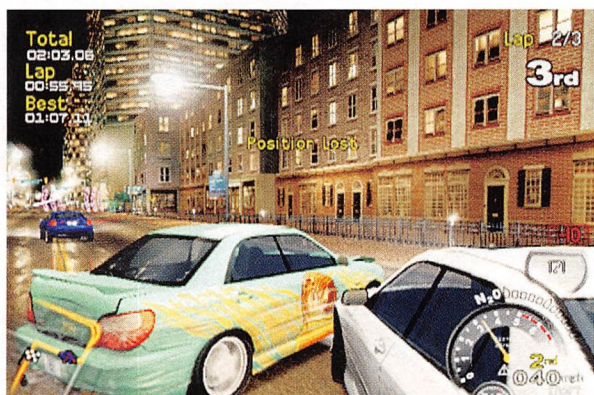
Once the game has figured out where your head and hands are, you get to control your cyber surfer. In-flight hand-waving executes the cumbersome special moves and you steer by leaning left or right – kind of like being on a snowboard that isn't there. To jump you simply, err, jump. It's novel and slightly hilarious watching your character's arms move in tandem with yours. In fact, it sort of feels a bit like very high-tech puppetry. But it doesn't take many minutes of play before the main control issue comes to the fore: there's a very, very slight lag between your actions and the character's. Obviously, you can compensate for this by making moves a fraction of a second before, but surely the point of EyeToy is to

make control easier, not harder?

The game knows it's not the easiest title to get to grips with, and makes each level reasonably simple. Problem is, this means you end up playing a child's game. A kind of futuristic, slightly backwards version of *SSX Tricky*. There aren't many levels, either, which is perhaps why you have to win three heats in a row to unlock each one. We're not sure whether this is even worth a rental, let alone the full price tag – which is enough to make you jump on its own.

/ JOFF BROWN

PSW VERDICT	
UPPERS	DOWNERS
➤ Innovative	➤ Sluggish
➤ Feels 'funny'	➤ Simplistic
➤ Will impress parents	➤ Not much fun
GRAPHICS	Average, knee-jerk cyber-bollocks
SOUNDS	Stupid player voices and crap music
GAMEPLAY	Wouldn't be much fun with a pad
More like a science experiment than a fully-fledged PS2 title, this is one to warn others off of. It'll only make enemies for the EyeToy.	
4	



The slightest touch from an opponent sends you spinning.

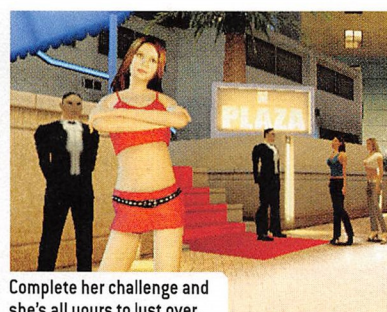
Cars can take lots of damage, but are expensive to repair.



ON THE DVD

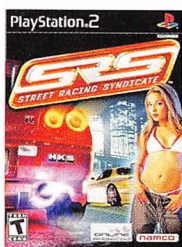


Cruise around for a challenge, or teleport straight to one.



SRS: STREET RACING SYNDICATE

It's street racing and car modding with an interesting sideline in 'winning' girls.



GAME DETAILS

PUBLISHER: CODEMASTERS
DEVELOPER: EUTECHNYX
OUT: NOW
PLAYERS: 1-4
ONLINE: YES

Need For Speed Underground has got a lot to answer for. It showed that an average racing game can make it big on PS2 as long as it's stuffed with superfluous modding options and digital women. The developer of *SRS: Street Racing Syndicate* has been quick to catch on...

It's all here, from the pumping hip-hop soundtrack and shiny neon cars to the mass of visual and performance upgrades. There's even a respect-based system of progression. Presumably, it was thought that cribbing the best features from other racers would give *SRS* the edge. And it would, if only someone had pointed out you need to get the actual racing spot-on too.

You see, races just never generate the same sense of speed that *Burnout 3* and

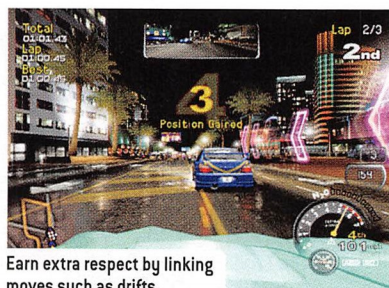
Juiced manage. When you're going at over 100mph, the speedometer might as well be reading 30mph for all the excitement generated. The damage model is equally lacklustre, with the box-like cars easily able to withstand head-on collisions with trucks.

LOSE THE CHASING PACK

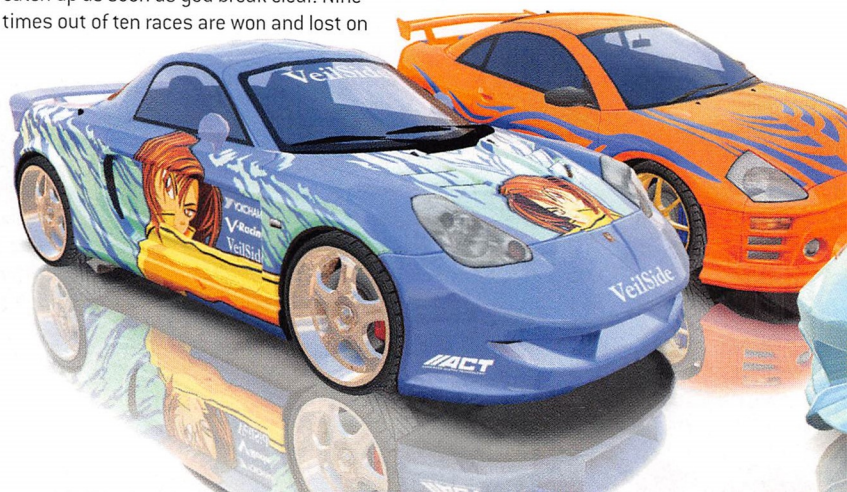
Opponents are also painfully soft touches despite their bravado in the cut-scenes, rigidly sticking to one racing line even when you employ a few dirty tricks. The game then tends to compensate with what we like to call the 'elastic band effect', whereby stragglers at the back of the pack magically catch up as soon as you break clear. Nine times out of ten races are won and lost on

the final corner no matter how well or badly you've previously fared. Invest in a nitrous boost and save it until the final straight and you'll win every time.

You'll spend the majority of the game in Street mode, which is where you win cash to buy new cars and upgrades while simultaneously earning respect to unlock new races and challenges. The three garish, similar-looking cities get boring after a while, so the option to jump straight to each Crew Meet or Challenge marked on the map is a godsend. Choosing this option also lets you avoid the cops who fine you if you don't manage to outrun them.

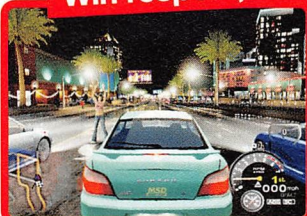


Earn extra respect by linking moves such as drifts.



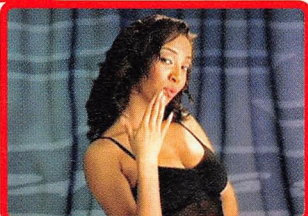
CHICKS THE CAR

Win respect, cash and slutty babes by completing these races.



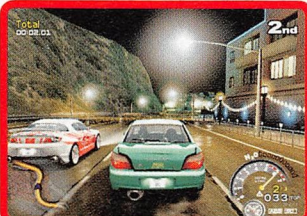
CREW MEETS

Challenge a crew over nine races. Win to unlock the whereabouts of another crew, showroom cars and Respect Challenges.



RESPECT CHALLENGES

Win girls by completing the mini-game they set. Then take your new girlfriend to a Crew Meet and win to unlock revealing dances.

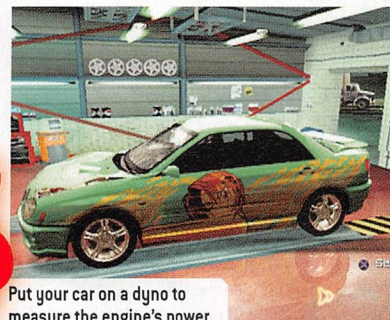


STREET CHALLENGES

Take on a lone opponent for cash on a race around the city. Or win back girls who've dumped you after you lost a Crew Meet series.



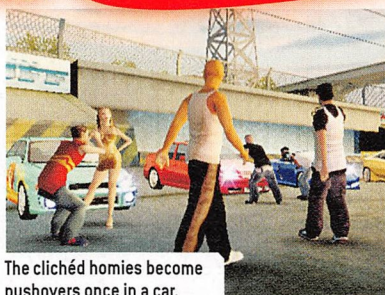
Miami, Philadelphia or Los Angeles? It all looks the same.



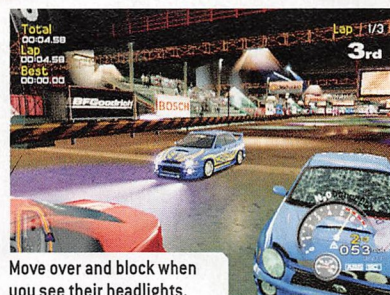
Put your car on a dyno to measure the engine's power.



Step on it to slide the meter over to 'escaped'.



The clichéd homies become pushovers once in a car.



Move over and block when you see their headlights.

"When you're going at over 100mph the speedometer might as well be reading 30mph for all the excitement generated."

Crew Meets are split into three increasingly high stakes series, each of which contains three races. Each series requires a certain amount of respect, money and horsepower to enter, but once you're in you can place further bets with individual drivers before each race. Come first in all three series and you unlock a new car to purchase, a new Crew Meet series and a new Respect Challenge.

BRING ON THE DANCING GIRLS

Respect Challenges are one of the most embarrassing things we've seen in this type of game in ages. Basically, by completing a mini-game you'll 'win' the girl who set the challenge and be able to store her in your

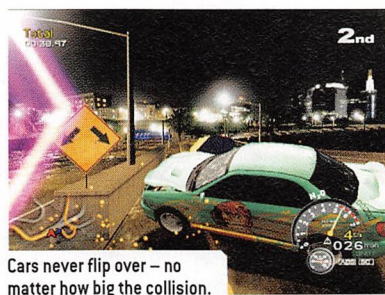
warehouse (read: whorehouse). You can then watch a video of the real-life model she's based on performing a highly unerotic dance for you and feel suitably cheap for doing so. Of course, the same girls don't want to know you if you can't complete a checkpoint run in time or tail another car, but as soon as you can they're suddenly gagging for it. Yeah right, like that's all it takes to win over girls! The whole idea's a bit sad, and makes the *Rumble Rose* mud fights look positively dignified in comparison.

Underneath the average racing and general sleaze there's a decent game trying to break out. There are 50 licensed vehicles, and the upgrades are wide-ranging, with recognised brands like Greddy and Bosch to choose from. Aside from being in poor taste,

the Respect Challenges and one-off cash races are at least diverting, and you do get the odd nail-biting Crew Meet series too.

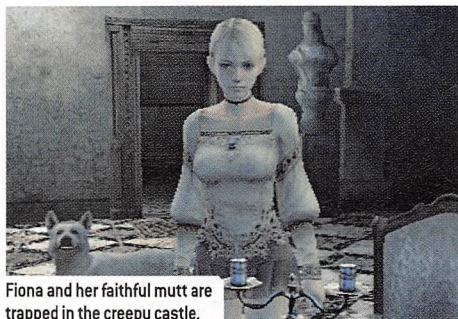
Ultimately, all this gloss and glamour can't disguise how dated *SRS* feels. *Need For Speed Underground 2* does the shiny graphics thing so much better, while *Juiced* is more exciting and packs in more modding options. When *SRS* does try to come up with something new, like the dancing girlfriends thing, it feels like they should be in a different type of game altogether. It's taken nine months since its initial US release for *SRS* to come out in Oz. And it shows.

/ JONATHAN TODD



Cars never flip over – no matter how big the collision.

PSW VERDICT	
UPPERS	DOWNERS
➤ Handles well	➤ Collecting girlfriends
➤ Customisation options	➤ Dumb PS2 opponents
➤ Some fun challenges	➤ Races aren't thrilling
GRAPHICS	Need For Speed but with less polish
SOUNDS	Average soundtrack and acting
GAMEPLAY	Too easy, but with the odd gripping race
Enjoyable enough, but it rides in the slipstream of better street racers. The recent <i>Juiced</i> is a far better example of the urban racer.	
5	



Fiona and her faithful mutt are trapped in the creepy castle.



Find object A, combine with object B, open door. Repeat.



Environments are neatly drawn and full of detail.



Sloth from *The Goonies* makes a guest appearance.



Where's the pizza delivery option when you need it?



This looks a bit like a scene from *Poltergeist* to us.



HAUNTING GROUND

Capcom takes us back to a gentler, less frantic age of survival horror.

PlayStation 2

GAME DETAILS

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
OUT: NOW
PLAYERS: 1
ONLINE: NO

If the recent *Devil May Cry 3* was the epitome of double-barrelled horror frenzy, it's fair to say Capcom's latest survival horror, *Haunting Ground*, feels like a huge step back in comparison. After all, why bother with all that pulse-pounding, high flying, in-your-face action when you can take control of a wide-eyed teenager and her pet German shepherd and relive old-fashioned survival horror values by wandering very slowly around a big spooky castle instead?

And that, in a nutshell, is why *Haunting Ground* will never be considered a classic. We've seen this kind of game so many times before we can't remember how to get excited about them any more. This is survival horror in the old-school mould like *Silent Hill* and *Resident Evil*; run around a haunted castle, collect obscure items and combine them in equally bizarre ways to unlock

huge metal doors leading to more rooms, puzzles and monsters. Even the novelty of having a canine companion soon reveals itself to be nothing more than a monster-delaying tactic – when Hewie your ever-faithful hound leaps into battle on your behalf, it's primarily to buy you some time to locate and hide in the nearest wardrobe.

DOGGIE STYLE

On the plus side, *Haunting Ground* looks spectacular. The environments are hauntingly realistic and the characters themselves are incredibly detailed. The story's not bad either: frightened college student Fiona Belli wakes up alone in Castle Creepy with nothing but a vague memory of a fatal car accident involving her parents. If you've a taste for intrigue and aren't too put off by the pedestrian pace and old-school gameplay you'll probably find it all fairly fun. But for all its good bits, there's

still too much mediocrity in *Haunting Ground*. The voiceovers, for instance, are quite laughable in places with English accents that'd make Dick Van Dyke cringe. Overall though, the biggest let down is the scariness – or lack thereof. To be fair, Capcom is pitching *Haunting Ground* as 'psychological' horror rather than a straight-ahead survival horror, but that's hardly compensation when the supposedly terrifying lead baddie looks more like 'Sloth' from *The Goonies* after a bad makeover.

/ JOFF BROWN

PSW VERDICT	
UPPERS	DOWNERS
➤ Lovely graphics	➤ Very slow pace
➤ Intriguing tale	➤ Mediocre voice-acting
➤ Cool dog companion	➤ Not very scary
GRAPHICS	All round dreamy excellence
SOUNDS	The usual woeful Capcom voiceovers
GAMEPLAY	Solid, but we've seen it all before
A curiously old-fashioned horror adventure that spins an intriguing tale to make up for its pedestrian pace and gameplay.	
6	

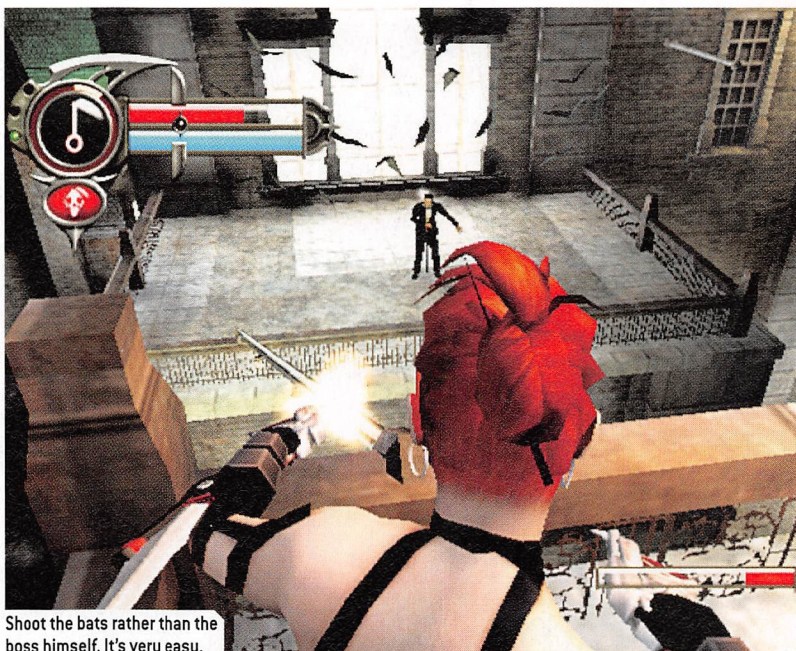




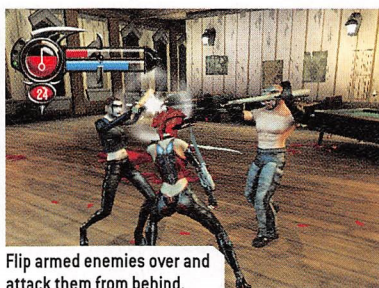
You're rarely attacked while snacking on an enemy.



BloodRayne's fave party piece is cutting the lady in half.



Shoot the bats rather than the boss himself. It's very easy.



Flip armed enemies over and attack them from behind.



Build up your Rage meter with gory fatality moves.



BLOODRAYNE 2

The half-vampire retreads old ground, but lacks any real bite.

PlayStation 2

GAME DETAILS

PUBLISHER: VIVENDI
DEVELOPER: TERMINAL REALITY
OUT: NOW
PLAYERS: 1
ONLINE: NO

Vampires never change or mature, so the legend goes. Nowhere is this more apparent than in *BloodRayne 2*, the so-so sequel that plays much like a rerun of the first game. Only a lot less interesting now that Nazis are no longer the villains.

Nope, this time the kinky half-vamp is hunting a long line of her half-siblings who want to make the sun's rays harmless to bloodsuckers. What follows is a procession of dumb enemies with an S&M bent, lining up to be butchered by the silver blades strapped to BloodRayne's wrists, or her new blood-powered pistols.

And for the first half an hour that's fine. Hacking limbs off, slicing enemies in half and wrenching heads clean off can't fail to bring out the bastard in you. The best weapon is a new harpoon that allows you to throw enemies into death traps, such as fans and lit fireplaces, or impale them on statues with sharp pointy bits that stick out. Toss enough enemies onto certain traps and

you'll often reveal a hidden exit behind, meaning there can be a simple puzzle element to them too.

RAYNE OF TERROR

Once that half an hour's up you'll realise *BloodRayne 2* has little else to offer. Indeed, it even repeats the first game's problems. The camera is as sloppy as before, needing constant care just to keep an enemy that you're fighting on-screen.

BloodRayne's extra powers, which include bullet-time and a Rage meter that produces more powerful attacks, are still rarely needed. Bosses are weak and their attack patterns are unimaginative. Meanwhile, the acrobatic platforming sections are only marginally better than those found in *Catwoman*, which should tell you all you need to know.

For all her abilities, you'll resort to the same blades combo again and again just because you're never required to do anything more. It's also too easy to kill each

enemy by jumping on them to replenish your health by feeding. Only armed foes are able to wrestle clear while others stand around politely waiting for you to finish off their friend before attacking you again. And the inclusion of a handful of gory fatality moves which you can perform mid-feed lose their appeal after the 127th time you've seen them too.

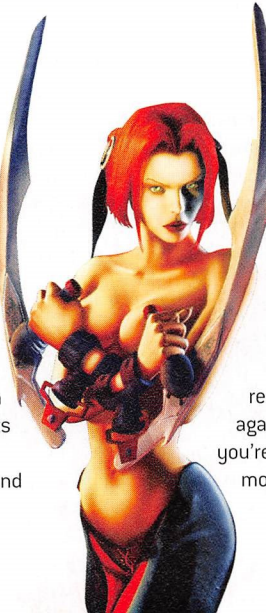
This is a lazy, by-the-numbers sequel to a game that didn't exactly grab us by the throat first time around. Lading on the gore and heaping on the sex can't disguise how average *BloodRayne 2* really is.

/ JONATHAN TODD

PSW VERDICT	
UPPERS	DOWNERS
➤ Amusingly gory deaths	➤ Repetitive levels
➤ Quality animation	➤ Rubbish boss-battles
➤ Better than <i>Catwoman</i>	➤ Too short and easy
GRAPHICS	Great animation, some slowdown
SOUNDS	Flat acting, but nice squishy deaths
GAMEPLAY	Boring levels and enemies

Vampires we like. S&M we like (to watch, not participate). But the repetitive gameplay and stupid enemies we definitely don't like.

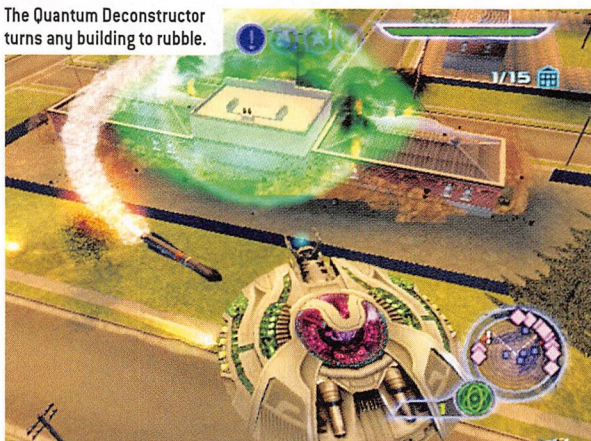
5





Catch G-Men, cops or the military in a vehicle blast.

The Quantum Deconstructor turns any building to rubble.



You'll need to clear the area before you can take off.



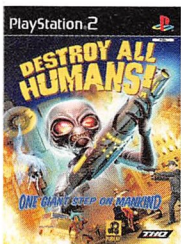
Abduct one of the G-Men to find out what they're up to.

Every authority comes after you if you aren't disguised.



DESTROY ALL HUMANS!

Invade Earth 50s B-movie style in this homage to hoary old sci-fi flicks.



GAME DETAILS	
PUBLISHER:	THQ
DEVELOPER:	PANDEMIC
OUT:	NOW
PLAYERS:	1
ONLINE:	NO

A game in which you can levitate cows and drown them in a lake, subject humans to anal probes, and make heads explode to extract the brain is always going to get the thumbs up from PSW. *Destroy All Humans!* recognises the nasty streak in us all and then successfully taps into it.

The invasion is more *X-Files* than *Independence Day*, with Crypto your playable alien tasked with abducting humans for research purposes while playing down the existence of extra terrestrials. Despite his advanced weaponry, much of the game is spent running around in human disguise thwarting the plans of the military and *MIB*-inspired G-Men who want his technology.

The most obvious drawback to being in human form is that you can't fire weapons, but there's another, altogether more serious constraint that's more painful than a jumbo anal probe. Remaining disguised uses up concentration, which you must replenish by scanning humans and animals for their thoughts. The problem is that the concentration meter drains far too quickly, meaning you're forced into a constant hunt for people to scan before it empties and you transform back into Crypto. In some of the larger, less populated levels this is easier said than done, and if you want to play

stealthily you tend to spend more time worrying about scanning humans than you do completing the objectives. Besides, the humans' witty thoughts lose their appeal the tenth time you hear them in the same mission.

HIDE AND SEEK

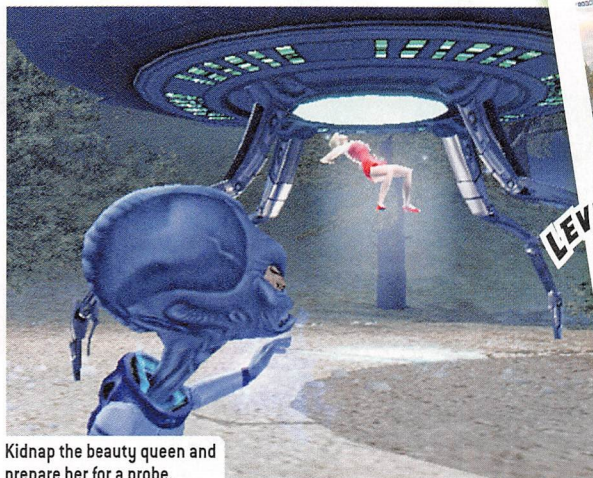
So stealth is largely impractical, but then so is following the game's title to the letter. Destroying all humans simply isn't possible since enemies, vehicles and even certain objects all regenerate after a certain amount of time. Fortunately, so do health and ammo pick-ups. Once enemies see you in alien form it's difficult to stay hidden until their alert stages decrease sufficiently.

The game degenerates into a bit of a mess by the time the fifth level throws in

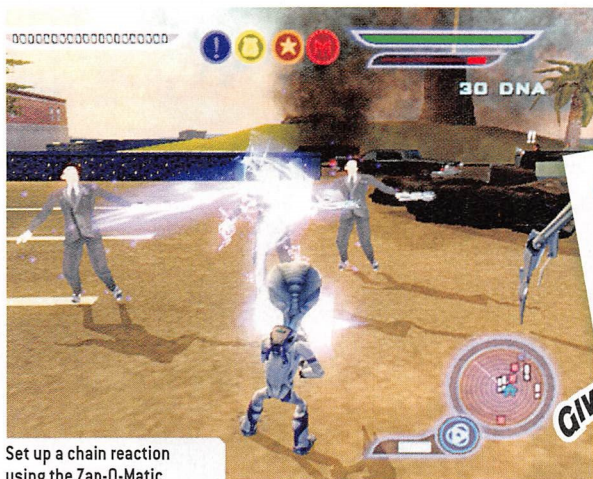


Put their fears to rest while disguised as the mayor.





Kidnap the beauty queen and prepare her for a probe.



Set up a chain reaction using the Zap-O-Matic.



The only fun being had at this fair is by you.

the G-Men who can see through your human disguise. An enjoyable one, but a mess nevertheless. You're never sure whether to persevere with a stealthy approach or try to blast through everything in sight and hope for the best. Neither is satisfactory, and with no checkpoints or option to save your game mid-mission you'll be forced to replay levels through gritted teeth.

Fortunately though, the amusing dialogue, quirky setting and colourful characters help to carry the game through its stickier moments. The 50s styling is authentic throughout, with plenty of amusing B-movie references thrown in. Crypto is done brilliantly, his glassy eyes and protruding teeth making him look suitably menacing as he reels off classy one-liners. The banter between him and his mentor Pox is witty and delivered with just the right amount of understatement. If there's one thing *Destroy All Humans!* does flawlessly it's being funny.

LEVITATE A COW

Piss the redneck farmers off by dumping their entire herd in the lake using telekinesis.

FRAZZLE THE FUZZ

Wipe out this small town's entire police force by letting rip with the Disintegrator Ray.

ALIEN ARMAGEDDON

Who cares about destroying all humans when you can do this?

GIVE AN ANAL PROBE

A charged shot causes the victim's head to explode, leaving lovely DNA for you.

TAKE ON THE US ARMY

Fire the Ion Detonator at a group of vehicles and you'll take out any nearby troops too.

"The amusing dialogue, quirky setting and colourful characters help to carry the game through its stickier moments. Despite its flaws, it's hard not to like..."

GUNS TO GO

The range of unique weapons Crypto gets to use is another big plus. Starting with the simple Zap-O-Matic electrocution gun and the head-popping Anal Probe, it's not long before you unlock the *Mars Attacks!*-style Disintegrator Ray and explosive Ion Detonator. The UFO's weapons are even more destructive, able to raze entire buildings in one blast.

After completing or even failing a mission you can remain in the level and go on a path

of *GTA*-style wanton destruction or complete mini-games, which is actually quite a useful way of collecting DNA currency to buy weapon upgrades.

Despite its flaws and mixed gameplay, it's hard not to like *Destroy All Humans!* It's not always as brilliantly executed as we'd hoped, but it's still witty and charming. Compared to the countless by-the-numbers third-person action titles and games based on film licences that have come and gone without making an impression recently, *Destroy All Humans!* delivers something much more unique and fun to play.

/ JONATHAN TODD



The first thing you should do is find a human disguise.

PSW VERDICT

UPPERS

- Very funny
- Great weapons
- It's fun being nasty

DOWNERS

- Stealth/action doesn't gel
- Repetitive objectives
- Limited UFO sections

GRAPHICS	Only the draw-distance lets it down	8
SOUNDS	Excellent voices, not enough music	8
GAMEPLAY	Stealth or all-out action? It doesn't know	7

In keeping with its 50s B-movie premise, this is likely to become a cult hit. Recommended more for its quirkiness than its gameplay.

8

GAME BREAKER

Delivering the best tips and cheats for the biggest games every month.

SRS: STREET RACING SYNDICATE

Press **↑, ↓, ←, →** at the main menu to open up the Code Entry screen and then enter the following codes:

1996 SUPRA RZ
SICKJZA

1999 MITSUBISHI ECLIPSE GS-T
IGOTGST

2004 TOYOTA CELICA
GT-S ACTION PACKAGE
MYTCGTS

FREE CAR REPAIR
FIXITUP

MAZDA RX-8
RENESES

PAC-MAN VINYL
GORETRO

POLICE CAR
GOTPOPO

SUBARU IMPREZA STI
SICKGDB

POLICE RELEASE YOU
WITH A WARNING
LETMEGO



SPLINTER CELL CHAOS THEORY

Finding it all too hard? Then press the following combination after selecting Solo/Co-op mode:

UNLOCK ALL LEVELS
Hold **(L1) + (L2) + (R1) + (R2)** and press
(X) (x5), **(O)** (x5)



MIDNIGHT CLUB 3: DUB EDITION

Enter these at the Cheats screen:

UNLOCK ALL CARS
Stream

UNLOCK ALL CITIES
Roadtrip



'UNLOCK ME NOW!'



Have it 'wide open'
in just 30 seconds!

Create a profile
named: **Bakersdozen**

GOD OF WAR

Press the following button combinations at the Weapons Menu screen:

ARTEMIS BLADE
(X) (x2), **(L1)** (x2), **(O)**, **(X)**, **(R2)**

↑ GRADE ALL WEAPONS
(L2), **(L1)**, **(R2)**, **(R1)**, **(O)**, **(X)**, **(O)**, **(L1)**



PLAYBOY: THE MANSION

Press the following combination of buttons at the title screen to have everyone dress in their birthday suit. C'mon, you only bought it for the boobies anyway!

EVERYBODY NAKED
(X) (x3), **(O)**, **(A)**, **(O)**, **(A)**, **(O)**, **(X)**
(x3)



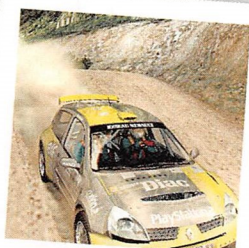
WRC4

Create a profile with the name **SECRETS**. Select **Trophies** from the **Options** screen and then go to the **Cheat** menu where you can enter any of the following:

ALL CARS
gimmiecars

ALL ROADS
gimmieworlds

EVERYTHING
gimmiethelot



DYNASTY WARRIORS 5

For some added sword-power press the following button combinations in-game:

GET LU BU
→ [x2], ↓, ←, ⊙, ⊗,
⊙, ⊙ [x2], →, ←, ↓,
↑

INFINITE MUSOU
↑, ⊙ [x2], → [x2], ←, ⊙, ↓, →



ASK THE BOFFIN

Your queries fed direct into the giant cranium of our resident games boffin.

RAT BOY

How do I kill the Vermin Demon boss in *Constantine*?

Adrian Cooper, Peterborough

Bullets have no effect, at least not at first. Use melee attacks to make him disband, then shoot the scattering vermin before they come together and make him whole again. You'll soon see his life bar decreasing. Keep on repeating this process and you'll kill him.

GIRL-ON-GIRL

While playing as Rin in *Tenchu: Fatal Shadows*, how do I beat the seemingly unbeatable Ayame?

Stuart Jordison, Chester

Hmm. Not easy is she? Okay, here's what you do: take the explosive box into the level and use it as soon as the boss-battle begins. Hit her while she's down then back off. Block her attacks and wait until she attempts to perform her forward thrust. At the exact moment she moves forward, hit her with as many combos of your own as you can.

PURPLE HEART

How do I destroy the MG-42 machinegun nest in Chapter 14 of *Brothers in Arms: Road to Hill 30*? Every time I try and storm it I just get gunned down.

Rodney Emerson, Ipswich

Move towards the nest and take cover. Have your team suppress the nest while you shoot enemies on the other side of the water. At the next cover let your team shoot the Germans while you approach the nest. Shoot any more enemies in front of you before throwing a grenade at the nest and storming it from the side. Good luck soldier!

"CAUGHT IN THE ACT!"



"Eager to unlock everything in *Mashed: Fully Loaded*, I took PSW's advice and pressed ↑, →, ↓, ←, ↑, ←, ↓, →, ↑, ↓, ↑, ↓ at the main menu! PSW is the greatest!"

Mrs P Pollard, Parklea

SEE WHAT OUR AMAZING CHEATS CAN DO FOR YOU!

SATISFACTION GUARANTEED!

NARC

All of these cheats should be entered in-game, but in order to get most of them to work you'll need to enter them repeatedly.

ALL DRUGS

Ⓛ, Ⓡ, Ⓛ3

ALL WEAPONS

Ⓛ, Ⓡ, Ⓡ3

INFINITE AMMO FOR HIGHLIGHTED WEAPON

Hold Ⓛ + Ⓡ + ↓

INVINCIBILITY

Ⓡ, Ⓛ, ⊗

SHOW ALL STASHES

Ⓛ, Ⓡ, ↓

THE REFINERY

Hold Ⓛ + Ⓡ + ⊙ + ⊗



MX VS ATV UNLEASHED

Enter these words on the keyboard at the Cheats menu:

1,000,000 POINTS
BROKEASAJoke

50CC BIKES
MINIMOTO

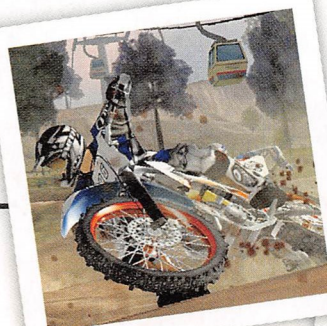
ALL BONUSES
TOOLAZY

ALL GEAR
WARDROBE

ALL MACHINES
LEADFOOT

ALL RIDERS
WANNABE

FREESTYLE TRACKS
HUCKIT



LEGO STAR WARS

Go to Dexter's Diner and enter the following under the Codes option:

BATTLE DROID
987UYR

BATTLE DROID (COMMANDER)
EN11K5

BATTLE DROID (GEONOSIS)
LK42U6

BATTLE DROID (SECURITY)
KF999A

BOBBA FETT
LA811Y

CLONE
F8B4L6

CLONE (EPISODE III PILOT)
BHU72T

CLONE (EPISODE III SWAMP)
N3T6P8

CLONE (EPISODE III WALKER)
RS6E25

CLONE (EPISODE III)
ER33JN

COUNT DOOKU
14PGMN

DARTH MAUL IN FREE PLAY MODE
H35TUX

DARTH SIDIOUS
A32CAM

DISGUISED CLONE
VR832U

DROIDEKA
DH382U

GENERAL GRIEVOUS
SF321Y



GEONOSIAN
19D7NB

GONK DROID
U63B2A

GRIEVOUS' BODYGUARD
ZTY392

INVINCIBILITY
4PR28U

JANGO FETT
PL47NH

KI-ADI HUNDI
DP55MV

KIT FISTO
CBR954

LUMINARA UNDULI
IN FREE PLAY MODE
A725X4

MACE WINDU
(EPISODE III)
MS952L

PADME
92UJ7D

PK DROID
R840JU

PRINCESS LEIA
BE082H

REBEL TROOPER
L54YUK

ROYAL GUARD
PP43JX

SHAAK TI
EUW862

SUPER BATTLE
DROID
XZNR21

THE BARD'S TALE

Apart from the Debug mode cheat, you'll need to hold **LB** and **RB** while keying in the following cheat combinations in-game:

DAMAGE X100

↑, ↓, ↑, ↓, ←, →, ←, →

DEBUG MODE

Hold **LB** + →

ENEMY ATTACKS

PASS THROUGH BARD

←, →, ←, →, ↑, ↓, ↑, ↓

FULL HEALTH AND MANA

← (x2), → (x2), ↑, ↓, ↑, ↓

GOD MODE

→, ←, →, ←, ↑, ↓, ↑, ↓

ALL LEVELS UNLOCKED

→ (x2), ← (x2), ↑, ↓, ↑, ↓

SILVER PIECES AND ADDERSTONES

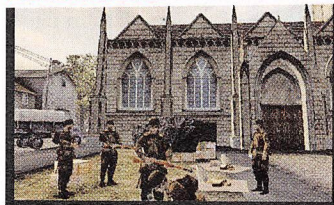
↑ (x2), ↓ (x2), ←, →, ←, →



SPOILER ZONE

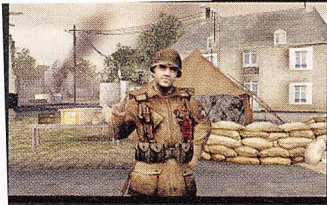
We finish games so you don't have to.

BROTHERS IN ARMS: ROAD TO HILL 30



SPOILER ZONE

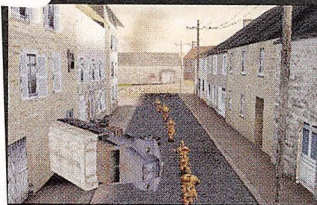
As the survivors of Carentan gather at the cathedral, Baker says he doesn't think the squad will be split up or sent home.



Mac orders the group to fall in and tells them that Colonel Marshall has arrived to interview some of them for Eisenhower.



Sergeant Hartsock is promoted to leader of second squad, but just as Mac and Baker begin talking there's an explosion...



As the third squad moves out, the narrator explains that on September 17 they were dropped into "a little town called Arnhem".

SLY 2: BAND OF THIEVES

Enter the Time Rush cheat in-game but enter the rest after pressing **START** to pause the game.

TIME RUSH

↓ [x2], ↑, ↓, →, ←

RESTART CURRENT EPISODE

←, **RT**, ↑, ↓, ↑, ←

SKIP TO EPISODE 1

↓, **RT**, ←, →, **RT**, ↓

SKIP TO EPISODE 2

RT, ←, →, **RT**, ←, ↓

SKIP TO EPISODE 3

↑, ←, →, ←, ↓, ↑

SKIP TO EPISODE 6

↓, ↑, **RT** [x2], ←, ↓

SKIP TO EPISODE 7

← [x3], ↓ [x2], **RT**

SKIP TO EPISODE 8

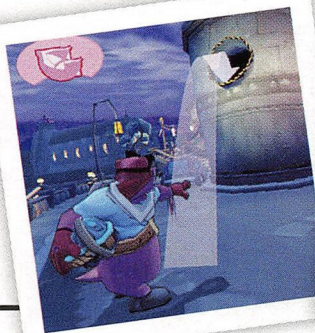
↓ ↑, ← [x2], **RT**, →

TOM GADGET LISTED ON GADGET GRID

← [x2], ↓, →, ←, →

TUTORIAL

→, ←, ↑ [x3], **RT**



MAT HOFFMAN'S PRO BMX 2

Press the following cheat combinations before beginning a new game at the Hit Start screen:

ADRENALINE METER ALWAYS FULL

↓, ⊗ [x3], **RT** [x3]

ALL MUSIC

RT, ← [x2], → [x3], ⊗ [x2]

NO ON-SCREEN DISPLAYS

↓, △, ⊙, ⊗, ⊙

PERFECT BALANCE

↓, ↑, ⊙, ↓, ↑, ⊙, ↓, ↑, ⊙

TIKI BATTLE MODE

RT [x2], ↓, **RT**, ⊗, **RT**

UNLOCK ALL LEVELS IN ALL MODES EXCEPT ROAD TRIPS

⊙, → [x2], △, ↓, ⊙

UNLOCK BIGFOOT

△, →, ↑, →, ↑, ⊙

**GONE
BUT NOT
FORGOTTEN**

Classic game
cheats dug up

UNLOCK 'GEAR' RAGS IN RIDER OPTIONS

⊙, △, ←, →, ←, ⊙

UNLOCK 'VEGAS' RAGS IN RIDER OPTIONS

⊙, **RT** [x2], ↑ [x2]

UNLOCK VOLCANO

△, ↑ [x2], ⊗, ↑ [x2], ⊗

THE INCREDIBLES

For extra and increased super powers here are some truly 'incredible' cheats. Pause the game and select the Secrets option before entering them as follows:

ALL LEVELS ILIEMIAOW

BATTLE MODE RotAlDalg

DASH NOT HURT WHEN RUNNING INTO OBJECTS Gilgendash

DESTROY ALL NEARBY ENEMIES AND ITEMS SmartBomb

EASIER GAME BoaPlace

FAST RUNNING AND RAMMING INCREDI-POWER McTravis

FIND TRAILS AND SUPERPUNCH Kronos

INFINITE ELASTIGIRL POWERS Flexible

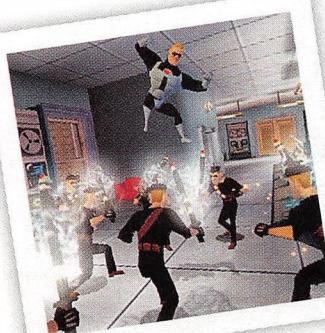
REFILL 25% HEALTH UDDLRRLBAS

SHOOT BEAMS TEMPORARILY GazerBeam

SUPERSPEED INCREDI-POWER WHILE RUNNING DanielTheFlash

TEMPORARY INFINITE INCREDI-POINTS Showtime

TEMPORARY INFINITE INCREDI-POWER WHILE PLAYING AS DASH DashLikes



WORLD OF WEIRD

A freakshow of oddities and quirks from classic PlayStation2 games.



DEVIL MAY CRY 3



MACHO, MACHO MAN

At the Start Menu, hold down **L1**, **L2**, **R1**, **R2** and rotate the left analogue stick until you hear a shout and you'll have access to all the difficulty settings and all the characters including the unstoppable Super Dante. Observe him in action here and know he can be yours.

WAY OF THE SAMURAI

BRIGHT EYES

Press and hold **L1** and **L2**, then move the left analogue stick in a circular direction. Light will emit from your character's eyes, even during the cut-scenes. Not only will this light up dark areas, it'll also be really creepy and weird. Hey, it's not called World of Weird for nothing y'know.



GRAN TURISMO 4



TREE-MENDOUS

Cruising about Trial Mountain in our tricked-out Mazda, we'd just taken the big left hander after the long straight, when we suddenly noticed THE BIGGEST TREE IN THE WORLD off to our right. Seriously, that sucker must be taller than the Empire State building. Madness.

PSW'S MOST CURIOUS

Vintage peculiarity from the darkest corner of PS2.



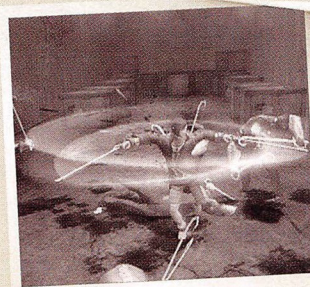
VIRTUA FIGHTER 4

For a taste of how the world was before the invention of graphics, you should try this little *Virtua Fighter 4* gem on for size. To get the 1994 flat-shaded look, select a character with Beginning Rank or above and hold down the punch and kick buttons until the level starts. To get old-school arenas, unlock them in Quest mode. How far we've come since then...

METAL GEAR SOLID 3

THE END IS HIGH

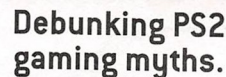
At the Ponizovje Warehouse: Exterior level, you're given an amazing chance to cut serious time out of your adventure by assassinating The End before you ever face him in a boss-fight. Watch out immediately after the cut-scene and you'll get a brief chance to take him down with the sniper rifle, cutting out your later fight with him entirely.



DEVIL GEAR SOLID

It all goes completely shithouse mental for our slithery hero immediately after the torture scene. It's a clear pastiche of sword and gun porn extravaganza *Devil May Cry* except without the gothic posturing or colour. To access it, wait till you're thrown into jail, then save the game and exit. When you reload, this game will start. Fantastically bizarre.

THE TRUTH
IS OUT THERE



ADAM AND EVA IT?

I've been told by my mate
that there's a way to see
Eva naked
in *Snake*
Eater. I
know you
always say
you'll tell us before we ask,
but I thought I'd give it a
shot anyway. Just in hope.
Briss, via email



Well on this occasion you're almost right. You can't see her naked as such, but you can see inside her. After the fight with Volgin, as you escort her, you can examine her in the First Aid screen at your leisure. Next!

IRON MIKE



that you can unlock Mike Tyson in *Fight Night Round 2*. Is this true, or have I been led up the garden path? I love a bit of Iron Mike, me.

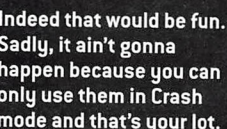
Tyrone, via email

No. You've been well and truly had Tyrone. Sadly, Iron Mike is about as playable as Peggy from *EastEnders* is.

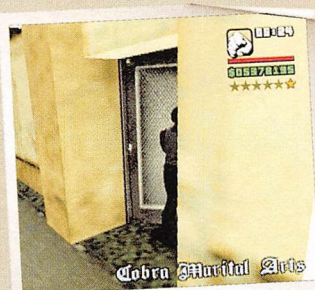


Is there any truth in the rumour that

you can use the Fire Truck and Juggernaut in the normal races in *Burnout 3*? I reckon that a bit of slower yet deadlier racing would be great fun.
Rob, via email.

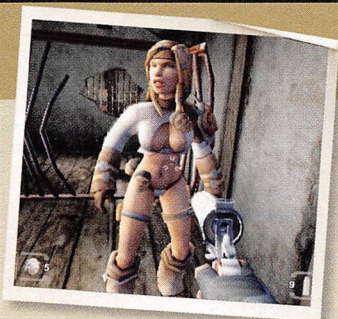


TIMESPLITTERS: FUTURE PERFECT



WIFE BEATER

Head down to the Gym in San Fierro and as you enter, if you look closely you'll notice that you're not learning 'Martial Arts' as you may have expected, but 'Marital Arts'. That's either kinky or brutal. Either way, we approve.

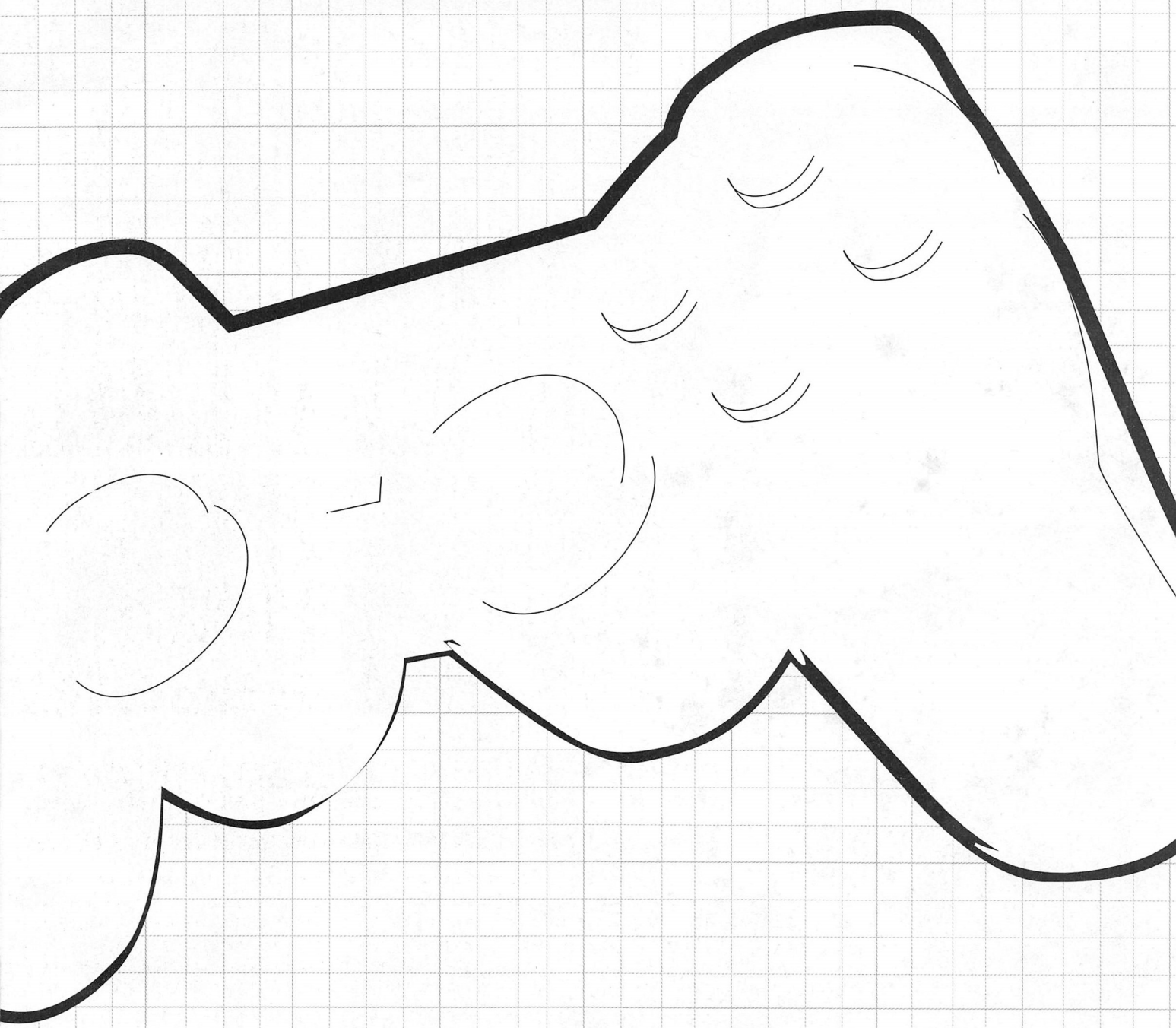


JUNGLE FEVER

Freeing the Jungle Queen is a highly worthy exploit for digital flesh archivists. You find her during Scotland the Brave in the later part of the castle level. When you do, shoot a flare at the wall to get her to run away from it, then shoot the oil barrel once to cause a leak. When a good pool of oil has collected, ignite it with a second flare. She'll make her escape and you can have a good look. Go on. Pervert.

SEEN ANYTHING STRANGE LATELY?

PSW needs you! If you've spotted any bizarre glitches, unusual occurrences or hilarious game gaffes, send us a video tape, photo or a letter telling us where you found them. Senders of any printed anomalies will win one of the many PS2 games scattered over Dan's desk.



PLAYSTATION 3

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How it will change your life.

PS3 ON SALE AUGUST 3

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THE RENTERTAINER

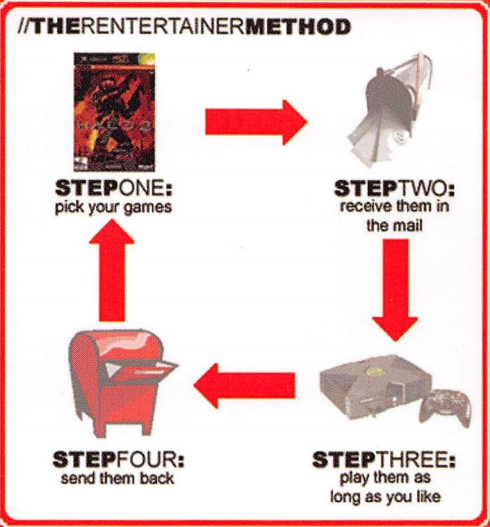
XBOX PS2 GAMBOY GAMECUBE NINTENDO DS



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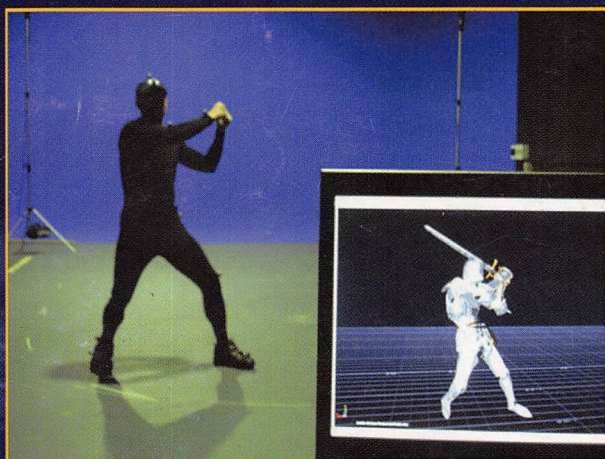


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